

COMMODORE Network Newswatch

FAX FOR THE C64/128?

An interesting snippet picked up on the Internet is that someone was advertising for Beta testers for a FAX send program for GEOS in the Comp.Sys.CBM newsgroup. Could be an interesting development!

MORE ON GAZETTE/LOADSTAR

Last month we told you of strong rumors about the demise of both these disk-based publications. Both concerns have since been contacted, and we are pleased to be able to pass on the following information.

Tom Netsell of Gazette informs us that they will be publishing for the foreseeable future. They have more than ample subscriptions to keep them as a viable publication. The rumor of closure was the result of the sale of the "Compute" magazine. This does NOT affect the Gazette disk, which is now an entirely separate entity, except in that the "Compute" portion of the name "Compute's Gazette" has disappeared. October's edition was dispatched late due to other reasons.

Loadstar also seems in good health, with subscriptions once more being maintained at a healthy level in North America. It seems though, that the same can't be claimed outside of the North American continent, with our source claiming that they only have some 200 foreign subscribers all up. This is due to the horrendous prices that need be charged for foreign subscription due to the imposition of airmail postage. Therefore, in conjunction with Loadstar, we are asking for YOUR input. If you would be interested in subscribing to Loadstar if it were to become available from a local address at a competitive price, then we want to hear from you. Spread the word around to EVERY 64/128 owner you know. We want MAXIMUM input. We need to be able to present Loadstar with at least an idea of an initial subscriber base so that the best deal can be arranged for all. Send your input to: John Buckingham, Loadstar Survey, P.O. Box 244, Warilla, N.S.W., 2528. John will also supply a sample of Loadstar to those who ask for it. Slip in a couple of bucks to cover his costs though!

My thanks to John Buckingham, Jeff Carey, and Geoff Travers for their feedback to last month's article.

FOR SALE! - ENTERTAINMENT SOFTWARE

Scott Julian, manager of Entertainment Software of Taree informs us that he will be selling off the Commodore 64 side of his mail-order business in order to concentrate on the IBM and Macintosh.

Asking price is \$2500.00 and includes a 500 name mailing list, but NOT the business name. If you are interested in further particulars, contact Entertainment Software at 21 Lawson St., Taree, N.S.W., 2430, or phone (065) 52-6991. Scott also informs me that he is quite willing to split the inventory and sell piecemeal.

RAMLINK SIMMS

It seems as though the money makers in the PC world have found another way of squeezing a little more out of their long-suffering consumers. According to my sources, 36 pin SIMMS will no longer be produced, with 72 pin models taking their place universally. This will mean that PC owners will now need to replace ALL memory should they wish to expand their machines in future. All very interesting, but of little importance to 64/128 users UNLESS you happen to use RAMLink which utilises 36 pin SIMMS. I would be surprised if CMD hasn't stocked up or negotiated a reliable and long-term source, but don't be surprised if the prices asked skyrocket in the near future - now may be the time for that much mooted expansion!

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GEOFILE 128	WAS \$103.00	NOW ONLY \$80.00
GEOCALC 128	WAS \$103.00	NOW ONLY \$80.00
GEOMAKEBOOT	WAS \$19.95	NOW ONLY \$18.00
GEOCABLE DELUXE	WAS \$50.00	NOW ONLY \$40.00
PERFECT PRINT FONTS 1 & 2	WAS \$49.00	NOW ONLY \$30.00
PERFECT PRINT FONTS	WAS \$30.00	NOW ONLY \$25.00
PERFECT PRINT BORDERS	WAS \$30.00	NOW ONLY \$25.00
JIFFY DOS 1541 "C" System - latest 64's only	WAS \$99.00	NOW ONLY \$75.00
JIFFYDOS 128D Metal case only	WAS \$115	NOW ONLY \$90.00

GEOS products are available from Korella Trading & C64 Public Domain (SA)
 All enquiries regarding CMD & PPI products should be directed to the relevant manufacturers in the USA only.
NOVO Computer Hardware
 PO Box 237, Mayfield, NSW, 2304 - Phone or Fax (049) 201-102

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 JDB Software - All available Titles
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 Commodore Network Merchandising

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Editorial

It's still too early to tell whether last month's omission of staples from the spine of Commodore Network met with your approval or not. I suspect that it may well have.

These staples have been a bug-bear for some time with both you, the reader, and me, the bloke who has to insert the mongrels. I realise that loose sheets can be a bit of a nuisance as well, but it's the best we've got at the moment.

If you've read "News Watch", you've noted that the rumors about both Gazette and Loadstar are just that, rumors. Both concerns appear to be healthy and are looking to be around for a long time yet. There is a chance that Loadstar can be made available locally and at a saving on the amount currently required in order to receive it, but we require YOUR input and, indeed, YOUR help. We need to be able to present Loadstar with an idea of just how many subscribers we can get them so that we can work out the best deal possible for all parties concerned. Next time you are talking to a fellow Commodorian (they don't need to be part of Network), let them know what we are trying to do, and, if they are interested, encourage them to write to John. The more input we get, the better!

I was hoping to present a full review of the Fast-8 in this issue, but due to several factors, I was unable to get anything meaningful done, only having about an hour's play-time with my new toy. The good news though is that, all being

well, Fast-8 will be making the trip north with Russell (Alphey) and Tarragon (Moon Allen) shortly, and that people in Woolongong, Sydney and perhaps Brisbane (depending on what can be arranged) will have a chance to have a look at it as well as a C65, Commodore World magazine, and the much-heralded 64-Net. If you live up that way, these gentlemen will only be in your neck of the woods for a very short time, so make sure your club intends to invite them to show these items. If it doesn't, find one that does and get along for what is sure to be a fascinating evening. It's been a long time since so many new things have been shown to Commodore 8-bit users, and it should well be worth the effort of attending one of their shows.

Well, I've got a decent dose of the flu, and, on a beautiful 35 degree (approx 95 degrees Fahrenheit for our U.S. readers) spring day, I'm sitting here with jumper and coat on and absolutely shivering like a dog passing razor-blades (cleaned that up, didn't I), so, I'm off to bed for a few hours. See ya!

Warney

A list of the known Aussie BBSes which support the C64.

All Australian C64 supporters should also show their support for these BBSes, and let the Sysops know that their efforts in looking out for us is appreciated!

GEOZ (03) 803-6498
Fishbowl (08) 277-1361
Way Out West (WOW) (02) 628-8888
Kev's (03) 543-4430
Talisman (03) 761-1037 & (059) 444-061
Pilbara (09) 419-2717 (Amiga/C64) & (09) 419-2226 (C64 only)
Brisbane Pinnacle (07) 341-9560
500cc (02) 550-6858
Space Station (047) 774-2739
C=Pursuit (02) 522-9144
SA Country Club (08) 284-7992

If there are any others, I'd appreciate knowing about them!

Ralphey. (Gomez/Menace.)



This month, we review Fonts For GEOS disks 1 and 2 by Michael D Pearson UK, distributed in Australia by Malcolm Brumale SA. We also check out the GENie BBS PD Updates from Rick Coleman USA.

GEOS Fonts

People who design fonts are not just talented, they have HEAPS of patience and a goal in mind when they start out. Their goal will be an overall consistency in the way a font looks.

A font won't look right if the basic letter shapes are not consistent. It is most important to be consistent throughout the alphabet. The letters must have a relationship with each other. Vertical and horizontal lines used must be the same width throughout, and better results are achieved when letters use straight lines and true diagonals, taking advantage of the pixel effect instead of trying to fight it.

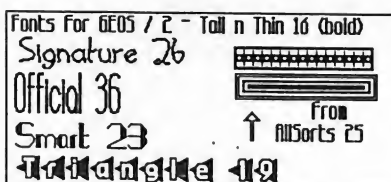
Not only that, but a font designer needs to keep in mind the individual font ID numbers, and the font buffer limits of the major GEOS Applications. A more detailed discussion on the font ID numbers and buffer limits can be found in the sections 'Font ID Numbers' and 'Fonts that Don't Fit' in 'The World of GEOS HandBook I' (**).

If all this sounds too hard for you, don't worry, a bevy of fonts already exist that have all the qualities mentioned above. And you can begin using them straight away in your own document files in geoWrite or geoPaint, etc.

Reviewing Fonts For GEOS 1 & 2

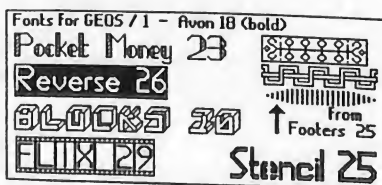
Michael D Pearson (UK), and his son Duncan, have put time and effort into some great fonts on these two disks. The uses for these fonts are quite extensive, as you can see from the two examples shown. FFG1 contains 21 fonts and comes on a floppy 1541 disk, and FFG2 also has 21 fonts on a floppy 1541 disk. Most fonts contain two or

more point sizes each, and when you add in the use of style options {bold, outline, italic, etc} you can arrive at a much larger number of fonts available to the user {mind boggling}.



Two of my favourite fonts are 'Footers' from FFG1, and 'AllSorts' from FFG2. A complete legend is provided with the documentation on each disk, that shows you what letters create the fancy designs. I can see a great many uses for these two alone, by making fancy dividers in your geoWrite text file, or making borders in geoPaint, just for openers. Fantastic. One important point worth noting, is that all the fonts, in all point sizes, fit well within the font buffer limits of the major GEOS Applications. Great care was taken by Michael and Duncan to ensure that such an advantage was incorporated in their collection of fonts.

Do I have any critical comments? Some, but they are my personal opinion only. As none of the fonts have defined the 'extra' GEOS characters obtained using the C= key from the keyboard, it does reduce their overall usefulness. A plus however, is that the fonts all do contain the elusive English Pound key. Note: a concise list of the 'extra' GEOS characters can be found in the section 'Fonts' in 'The World of GEOS HandBook II'.



The only fonts I could find fault with is 'Zzoom', from FFG1, in the 23 point size. Zzoom had a considerable

amount of garbage along the baseline which would require tidying up with a font editor before use. {I have since been reassured by the Michael, that on the master disk, the baseline problem has been cleared up}. The smaller point sizes, 14 and 18, were fine. And 'Lined', from FFG2, in the 22 point size had baseline garbage in what would have been the 'extra' GEOS characters. But hey, if these are my only grizzles over a total of 42 fonts, then there is no problem.

But wait, There's More ...

On the B side of each disk, can be found some extremely useful PD GEOS programs designed for working with fonts. Jim Collette's Font Editor v2.2 is there, along with FontView, Font Dump III, and Identifont v3.2. The inclusion of these programs is a thoughtful addition to the font disks, as it implies 'creativity starts here', and rightly so.

If you only have the fonts that came with your system disks, then these two disks would be a timely addition to your collection. But anybody who is anybody, knows that you can never really have enough fonts to select from, therefore you need these disks !.

Ordering

The 'Fonts For GEOS 1' disk, and 'Fonts For GEOS 2' disk, can be purchased direct for

£S3.99 each {plus £S1.50 each S&H for overseas orders} [£S=Pounds Sterling] from Michael D Pearson 31 Saxon Close Stratford Upon Avon Warwickshire CV37 7DX UK

Jane Voskamp-Jones

Or in Australia, for A\$12:00 each {plus A\$1:00 each S&H for overseas orders}

Distributed by Malcolm Brumaley PO Box 991 Morphett Vale SA 5162

USA GENie BBS Updates

A lot of people seem to think that nothing CBM or GEOS is happening any more. Nothing could be further from the truth. Our correspondent on the BBS, Rick Coleman, is providing information and the latest PD updates.

geoMorph is a recent program by Maurice Randall, which 'video morphs' two pictures to create the second picture from the first, with many interesting

stages in between. The geoMorph demo has been presented on the CN GEOS Disk 1, so most readers may well have seen this already.

Another interesting set of programs is GetID and NewID by Robert Knop. These programs allow the user to overcome GEOS's dislike of running an Application that has been installed on a different system, hence having it's own unique ID number. Using these programs you can cosmetically modify your kernal ID to that of the Application you wish to run.

ChromoPhobe by Joe Buckley is an extremely useful ShareWare aid to geoPaint users. You have the options of Change foreground colour, Change background colour, Search & Replace a colour match, Invert the graphic image data. These options can be selected in any combination, or be active at the same time.

Some other handy DA's are WRITEHELP, GPGMHelp, ReFill.80, SpellHelp. Each of these runs a help page over your current work area. WRITEHELP gives four pages of geoWrite short cuts and useful hints. GPGMHelp gives three pages of geoProgrammer hints. ReFill.80 changes the paint fill patterns 30 and 31 to new patterns, and also back to normal again. Lastly SpellHelp provides three pages of help and hints to geoSpell users. There are also a couple of mouse drivers, M128, M64, M128DBL, M64DBL. The first two drivers fix the right shift key bug. The latter two allow double clicking on the right mouse button, and also fix the right shift key bug.

geoShell by Maurice Randall, is a hot topic lately, and a demo of this intriguing CLI Command Line Interface program, even allows the use of the 'resident' commands. geoShell is reminiscent of C128 CPM+ and entering commands at the 'A>' prompt. Commands such as dir, date, wr, pa, b: , clr, switch, time, will work as they do in the complete program. Many of the geoShell command modules are downloadable from the BBS, as they do not come with the program disk. These modules are DA files according to GEOS, but to geoShell they are 'TransCom' files of 'Transient Commands'. The sense of deja vu with CPM+ is very strong while using geoShell.

AutoMagicMak by Rick Coleman, is an Application program which will create an Auto-Exec file to run any Desk Accessory specified. Any A-E files created this way should be last on your boot disk, as they will execute

during the GEOS startup sequence.

All the PD files mentioned above will be available on the CN GEOS Disk being edited by Peter Hunt.

Rick Coleman is also keeping us in touch with what's happening among users. Of course, the biggest uproar has been over the demise of Commodore International. Some short excerpts from the GENie BBS ...

Message 21 Mon May 02, 1994
A.PEROTTI at 22:16 EDT

It is sad to see CBM go but as has been said here before, it really is no big loss for the 8-bit users. We have had to depend solely on each other for a long time now. I hope it doesn't have any effect on the vendors, like CMD, who have taken up the 8-bit gauntlet when the clods at CBM threw it away. I don't think it will though. After all these companies are in the business because they make money, and as long as we, the users, support them they'll stick around. In fact I think the recent resurgence of magazines and software for our beloved machines gives us much to be optimistic about. CBM -- RIP. The C=company is dead. Long live the C=omputer !!!

Message 58 Sat May 14, 1994
N.PHI [Toto] at 03:01 EDT

I have more programs {commercial, PD and shareware} for my two C=128's than I have time to really use or even just catalog. Also more magazines than I can haul or read... But at least I am under NO obligation to keep upgrading my DOS or hardware just to run the latest \$300-\$400 programs.

Message 3 Sun May 08, 1994
C128.JBEE at 09:02 EDT

[Referring to Published Magazines on CBM] Transactor, Ahoy, TC-128, Commodore World, INFO, Midnight Gazette, RUN, Compute. Couldn't remember if Amazing Computing had any 8 bit stuff. Do PC magazines that had Commodore columns count, such as Computer Shopper and Computer Monthly ?.

Message 4 Sun May 08, 1994
CMD-DOUG at 12:46 EDT

Should COMMODORE, POWER PLAY, and dieHard be on that list ? . How about GEOWORLD, and geoVision International ? . Heh, what is this list, anyway ? . :) If it's an overall list of magazines made for Commodore 64/128 users, then there are lots more from overseas ... 64'er,

Commodore Network, etc.

Message 26 Sun May 08, 1994
MRABOY at 21:54 EDT

[Looking for a good spreadsheet for the 128 !] I have multiplan 128 and it is the best spreadsheet for the 128 that I have seen. If the program is no longer in existence then why can't we provide copies for people who still want to use it ? . Mike :)

Message 27 Sun May 08, 1994
CMD-DOUG at 22:07 EDT

Because regardless of whether the product is still available or not, somebody STILL owns the copyright - and it's still illegal to distribute copyrighted materials without permission from the copyright holder. Whether we like it or not, it's the law.

Message 28 Sun May 08, 1994
R.KING53 [Ron] at 22:29 EDT

I heard some good things said about Timeworks CALC 128 so I made a call and the first place {The Computer Bargain Store} had a new one on the shelf for \$25. There's still a lot of "new" software out there if you look around !.

Message 29 Mon May 09, 1994
C128.JBEE at 05:17 EDT

There is no telling when the program might be resold to someone else or the code reused in another product. The author also has the right to decide if they want the product distributed or not, it is their property, not ours. You buy the right to use it, nothing more or less, usually. I know on the Timeworks 128 spreadsheet there were at least two different authors, each retained their right to their code and routine libraries. So, there are no easy answers, except if you really want to buy a product bad enough, you find ways to do it and you find out who owns the rights to the products. - [end excerpts]

Gg. It would appear that the Commodore fraternity IS the same the world over. We have many the same problems to be faced by users in general. It is also refreshing to see they know we are here !!, listing CN amongst other magazines. I like that !.

Readers Three Wishes And All That ...

From Ted Woodwell of Garran ACT, "I have enjoyed your GEOS column in CN. ... I used Mini Office II, ... to type in what ... I can remember of parts of my life, and save it to disk. I found

that Superscript read in the Mini Office files OK, so I set out to get as many of the files into order and print them out.

... I was going to do the story in GEOS but came to a problem in reformatting the pages past about 5 pages, the fonts kept flipping back to BSW128. So I was interested in your article [on geoWrite CN July94]. I still have about a third more to sort out and re-edit ... Cheerio".

Gg. Thanks for writing in Ted. geoWrite does sometimes 'voluntarily' forget the 'signature' [Id] of the font the text was formatted in. I have watched geoWrite, and sometimes the text editor in geoPublish, do this to my geoWrite text files. To overcome this I usually highlight the text and reselect the font it was supposed to be in. After that, geoWrite seems to get the message, but I always double check anyway.

PS I have just come across some more information about the way geoWrite knows what fonts to use, this info comes from a file 'FontLoader.Doc' by Airs from the PD GEOS area.

"When [geoWrite] was developed, Softwork Programmers came up with a way to code the Font ID [signature] number and Type Size into one 16 bit WORD. That is how it knows which font and size to print to the screen or printer as it runs through the file. Here comes some programming stuff. This happens by Shifting the ID number LEFT six times and ORA-ing the font size into it. So Durant, ID #15 size 10 becomes \$03CA to geoWrite. Here comes the rub.

When a font size above 1023 is run through this system, while it gives geoWrite a number IT can use, the

TRUE font number cannot be pulled back out. It will get some strange number that might or might not match a real font number or who knows what. So if the font number is above 1000 you may get a FONT LINK with a number list that shows something you don't have or a Missing Font that has really been loaded. Luckily MOST of these high fonts are of special use. So the flaw won't, for the most part, affect the program." [end].

Gg. But that's interesting isn't it ? Air's explains the situation very well.

Next month, we review Color GeoPrint by Roger Lawhorn USA, distributed in Australia by Malcolm Brumale SA, and follow up the latest happenings on the German GEOS scene that couldn't be squeezed in this month. Until then, happy GEOSing.

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA{Business}E and I will write you back. Special thanks to Rick Coleman {Photo Mover fame}, our USA GENIE BBS correspondent for your continued support, and to Michael Renz {Performance Peripherals Europe}, our German correspondent, for your continued support.

CN GEOSgenie
PO Box 635
Blair Athol 5084
South Australia



{**} The World of GEOS HandBook Series {I, II, III}, are currently available from JMV Grafix



This publication reviews many excellent programs created by individual GEOS Authors

Featuring reviews of:
New Tools 2 - Geos MakeBoot - More Dweezil Disks -
ClipArt Series - GeoCanvas v1.2 & v3.0
Perfect Print GEOS LQ - Collette Utilities -
HandyScanner64 & PageFox
GeoPaint & Scanning - PHoto Mover v3.0 -
GeoQuery - Q&A of Geos Users

and much more

The HandBook is available folded and saddle bound to A4 size, for \$A10.00* (includes P&H) from:

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SA 5084

Cheques Payable to Jane M Jones
*Overseas orders add \$A5.00

The World of GEOS



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The Handbook of Commodore Disks

The Handbook of Commodore 128

The Handbook of Commodore 64

The HandBooks are available folded and saddle bound to A4 size, for AUD\$15:00* (includes P&H), from

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South Australia

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*Overseas Orders add AUD\$5:00



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WANTED

Multi-Plan 128 - with or without documentation

CONTACT

Ernie Taylor
2 Peach Grove Laurieton N.S.W. 2443

WANTED

REU with at least 512k

CONTACT

Peter Mead
7 Blackall Range Rd.
Woombye Qld. 4559
Phone: (074) 421 370

WANTED

Copies of RUN, Compute, and Compute Gazette magazines and Loadstar disks to complete my collection. Also interested in any other early C64/128 publications such as Transactor, Commodore, CCI, ACAR, etc.

CONTACT

John Buckingham
P.O.Box 244 Warilla N.S.W. 2528
Phone: (042) 973 159

FOR SALE:

A.D.D. Collectors Edition	\$25.00
Captain Blood	\$20.00
Carmen Sandiego (World)	\$20.00
Designasaurus	\$20.00
The Print Shop	\$35.00
Instant Music	\$20.00
F14 Tomcat	\$20.00
Project Stealth Fighter	\$20.00
P.H.M. Pegasus	\$20.00
Chessmaster 2000	\$10.00
Lou Sanders Book "Tips and Tricks for Commodore Computers"	\$15.00

All programs are unboxed but include full documentation. All prices include postage.

CONTACT:

Don Williams
Site #7 Golden Sands Caravan Park Moore Park
Bundaberg Qld. 4670

FOR SALE

The Commodore (UK) Introduction to BASIC programming - Parts 1 & 2
2 X disks, 2 X manuals \$30.00

CONTACT:

Ernie Taylor
2 Peach Grove Laurieton N.S.W. 2443

FOR SALE

Books

C= 128 Programmers Reference Guide \$25.00

128 Machine Language for Beginners \$15.00

Compute's Kids & the C= 128 \$15.00

35 Amazing Games for C= 128 \$15.00

C128 Software

NOTE: All the below software is ORIGINAL

Jane (Integrated Word Processor, Database, Spreadsheet), boxed, manual \$15.00

Swift Spreadsheet, no manual \$10.00

Swiftcalc Spreadsheet, manual \$15.00

Datamanager, no manual \$10.00

GEOS 128 system, no manual \$25.00

Fontmaster Graphic Wordprocessor, boxed, manual \$30.00

Protolinc BBS (BBS system for 128), manual \$20.00

Protolinc BBS, no manual \$15.00

Memory Accadamy (Improves your memory), no manual \$10.00

Tarot 128 (reads Tarot cards), no manual \$10.00

Gnome Kit (Programmer's kit), manual \$15.00

Programmer's Notebook, manual \$15.00

Super 81 Utilities (Incl. 5.25" & 3.5" disks), boxed, manual \$20.00

Petspeed Compiler, manual \$15.00

128 Helper (BASIC reference), manual \$15.00

The Great War (128-only game), no manual \$10.00

GEOS 64 Software

GEOS System v1.3, boxed, no manual \$10.00

GEOS Fontpack 1, manual \$10.00

"" Deskpack 1, boxed, manual \$20.00

"" Power Pack 1, manual \$10.00

"" Power Pack 2, no manual \$10.00

"" Companion, manual \$10.00

"" Clip Art 1, no manual \$7.00

C-64 Utilities

Xper, no manual \$10.00

Screen F/X (video effects program), no manual \$10.00

Top 20 Software tools (20 programs), no manual \$10.00

BASICally Simple (BASIC tutorial), no manual \$7.00

Italy (Educational Game), no manual \$7.00

Punter's Pal (punting programs), no manual \$10.00

Toprate (punting progs.), no manual \$10.00

Price Predictor (punting prog.), no manual \$20.00

C-64 Games

Top 20 Solid gold (20 games), boxed, instructions \$20.00

Megapack (5 games), boxed, instructions \$25.00

Grandmaster Chess, boxed, instructions \$8.00

Mutant (NOT turtles), boxed, instructions \$8.00

Final Assault, boxed, instructions \$8.00

Hacker 2, boxed, instructions \$8.00

Impossible Mission, boxed, instructions \$8.00

Alien, boxed, instructions \$8.00

Ace of Aces, boxed, no instructions \$8.00
Stealth Mission, boxed, no instructions \$8.00
Parallax, boxed, no instructions \$8.00
Raid on Bungeling Bay, no instructions \$8.00
Spelunker, no instructions \$8.00
Please add \$2.00 postage for one item, or \$5.00 for two or more.

Hardware

C-128 (flat case w/- 64k VDC fitted), good condition \$150.00

C-64 (old style), good condition \$90.00

1570 disk drive (suit 64 or 128), good cond \$140.00

1571 disk drive, good cond \$180.00

1901 colour monitor (40/80 columns, comp/RGB), good cond \$250.00

Panasonic KX-P1081 9-pin printer, as new \$180.00

Fujitsu DL1100 24-pin colour printer, 12" carriage, as new \$400.00

Please include \$5.00 towards postage for any hardware.

CONTACT:

Terry Chadban on (049) 201 102 any time, or write to:

P.O. Box 237, Mayfield, N.S.W., 2304

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CONTACT:

Arthur Stevens
 (018) 58-15-58

Clublinks

Welcome to the November column.

What a great couple of months it's been for the two clubs with which I'm involved.

The Wollongong club has had a complete change of committee resulting in some new ideas and a revamp on the club's future, with the result that all the club's activities take place on the one night (general meeting, SIG group and committee meeting). This will hopefully allow more active participation by members in the running of the club as well as the downturn in membership numbers. At this month's AGM all present committee members will be restanding so we should see the club maintain its present committee. This club is still the largest 64/128 club in Australia despite dwindling memberships.

The Commodore 64/128 Club of NSW began a membership drive several months ago after changing its name from the Penrith Commodore User Group. It has been running an advertisement in the Trading Post Computer section and as a result has picked up some 10 new members. When Sydcom folded it also took over that club's 64/128 members and so it now has a membership base that will enable it to carry on for several more years. With its dedicated committee and great membership support it is now making a bid for Wollongong's crown

as Australia's largest 64/128 group.

I've mentioned both these clubs to show that despite all the gloom and doom we hear about the 64/128 machines there are still users out there who want to be part of user groups. If you make your existence known in the right places, then your club will certainly gain new members. We have to encourage active participation in the clubs by as many people as possible. The old style of club run by a few diehards is a thing of the past. New blood, new ideas and a change of direction would benefit a lot of clubs caught up in the old system. Advertising and promotion is what the big companies do to sell their products so that is what we have to do to sell our clubs. Members will not just appear out of the blue and join us. Several users who joined the Sydney club said that they had been looking for a user group to join and were thankful for the ad in the Trading Post. Users need the clubs and groups more than ever now as they are the only places where there is support for our machines. Most normal retail outlets no longer have stock of hardware or software to suit our machines although new programs and games are being released every day.

The rumour that the 64 is back in production in the States still persists, but over the last month or so the

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GEOS

rumours regarding "Compute Gazette" and "Loadstar" have not been good. But the 64/128 clubs and user groups in the States are still telling us that their memberships are beginning to grow again. There are still in excess of 10 million C64's out there and a great majority of these are still being regularly used.

If you live in or around Canberra the club there still needs your support. The club meets twice a month in Canberra and once a month in Batemans Bay. Contact either the President Matt Blydenstein on (06) 281 2714 or the newsletter editor Ted Woodwell on (06) 281 6347 for any information about the club.

Judging of your newsletters is still going on. I certainly don't envy Warren as the judge as I've been impressed with some of the newsletters that I've been sent. It's great to see just what can be produced by a 64 or 128. So keep up the good work. The prize that your club can win and the winners should be announced next month.

And, before we go on to the User Group listing, some of you will note that "The Right Direction" User Group of Moonah in Tasmania has been dropped. We've done this because they have failed to send out anything since early in the year, and, though they are still running, we feel that, until they restart publishing, we cannot give them our support.

Keep the information about your club happenings coming so that we can let everyone out there know what's going on in your part of the world. Keep sending in your clubs' newsletters as I look forward to them each month.

The address for this column is PO Box 244, WARILLA NSW 2528 or phone (047) 973159.

Bye till next month

BUCKY

CLUB LIST

This is a list of some of the user groups in Australia and New Zealand that cater for members with 64's or 128's. If you want any information or details about the club contact the person listed or write to the address shown. There is also a list of mail/postal groups as well. If you write to a club please enclose either a stamped self-addressed envelope, a stamp or reply coupon for your reply. Remember that school and public holidays can affect meeting dates. ALWAYS check with the club contact first.

AUSTRALIA

Albury/Wodonga Commodore User Group Inc, PO Box 1014, ALBURY NSW 2640 - 1st Tuesday 7.30pm Gas & Fuel Corp Building, Hume & Townsend Sts, Albury - Rod Graeber (060) 21 3703

C64 Developments Inc (Wollongong C64/128 Club) PO Box 150, UNANDERRA NSW 2526 - 2nd Friday 6.30pm Unanderra Community Centre, Princes Highway, Unanderra - Jeff Gale (Secretary)(042) 71 5098

Commodore 64/128 Club of NSW (formerly Penrith Commodore Users Group - now incorporating SYDCOM) 12 Budgerie Rd, TOONGABBIE NSW 2146 - 3rd Wednesday 7.30pm Minchinbury Neighbourhood Centre, Minchin Rd, Minchinbury - Steve Stecyk (President)(02) 631 2323

Commodore Hornsby User Group Inc, PO Box 1578, HORNSBY NORTHGATE NSW 2077 - 2nd & 4th Wednesdays 7.30pm St Leos College, Wahroonga - Allan Hall (02) 476 4929

Commodore User Group (ACT) Inc, PO Box 409, CURTIN ACT 2605 - check for Canberra meetings' dates and venues. - Batemans Bay meetings 3rd Saturday Pearly Beach Baptist Church Hall - phone Matt Blydenstein (06) 281 2714 for all information.

Muswellbrook Combined Computer Group, PO Box 648, MUSWELLBROOK NSW 2333 - contact Jim Shorter on (065) 47 9144 for meeting details.

Newcastle Commodore Users Group, c/- 22 Copeland St, LAMBTON NSW 2299 - phone George Morrison (049) 57 4271 for information.

Tuggerah Lakes Commodore Users Group, PO Box 659, TOUKLEY NSW 2259 - phone John Davies (043) 93 1921 for any information.

Melbourne Commodore Computer Club Inc, PO Box 177, BOX HILL Vic 3128 - 2nd Wednesday 7.30pm Courtyard Room, Nunawading Civic Centre, Whitehorse Rd - Bernie O'Shea (President)(03) 438 1625

Yarra Valley Commodore Users Group, c/- 13 Cumberland Cres, CHIRNSIDE PARK Vic 3116 - 1st Tuesday 8pm Lilydale Elderly Citizens Club - Theo Hristakos (03) 735 5310

South Australian Commodore Computer User Group Inc, PO Box 427, NORTH ADELAIDE SA 5006 - 1st & 3rd Mondays 7.30pm North Adelaide Primary School- John (08) 296 7761 or Phil (08) 381 8444

Southern Districts Computer Users Club Inc (Adelaide), 4 Barbara Ave, MORPHETT VALE SA 5162 - 3rd Wednesday 7.30pm Home Economics Room, Christies Beach High School (West), Beach Rd, Christies Beach - Malcolm Brumale (08) 382 8614

Computer Club of WA Inc (Perth) - phone Tom Lee on (06) 332 6374 for all enquiries.

Cairns Commodore Users Group, PO Box 7, EARLVILLE Qld 4878 - 1st Tuesday 7.30pm Cairns Education Centre, Greenslopes Road, Edge Hill - Bruce Bimrose (070) 54 1949

Commodore Computer Users Group (Qld) Inc, PO Box 274, SPRINGWOOD Qld 4127 - 1st Tuesday 7pm Bardon Professional Centre - Gordon Wright (07) 299 7789

Woombug 8-bit - 4th Saturday 1pm - 4pm Tea Room, Masons Hall, Hill St, Woombye - Scott Roseboom (074) 48 5845

Tasmanian Commodore Users Group, GPO Box 673, HOBART Tas 7000 - 3rd Wednesday 7.30pm Derwent Regional Library, Glenorchy - Stephen Cook (002) 47 9985

John Buckingham

NEW ZEALAND

As well as from the clubs listed below information regarding any clubs can also be obtained from Jim Mullen, 110 Main South Road, OAMARU Phone (03) 434 7655.

Christchurch Commodore Users' Group Inc, PO Box 4665, CHRISTCHURCH - 4th Tuesday 7.30pm Philipstown School - Dave Maguire (03) 348 5976

Kapiti Commodore Users Group, 24 Makarini St, PARAPARAUMI - 1st Friday 7.30pm Kapiti College, Margaret Rd, Raumati Beach - John Hughes (04) 298 4349

Manawatu Commodore Users Group, 83 Havelock Ave, PALMERSTON NORTH - 1st Monday 7pm St Marks Church Hall - Sydney Mounsey (06) 357 9858

North Otago Commodore Users Group - contact Jim Mullen on (03) 434 7655 for any information.

N.Z. Commodore Users Group Inc, PO Box 2878, WELLINGTON - contact Neville Lockett (04) 470 4707 for details concerning meeting times and venues.

Otago Commodore 64 Club (Dunedin)
- contact John Knight 26 Estuary
Crescent Fairfield Dunedin

Waikato Commodore Computer Users
Group, 162 Pukete Rd, HAMILTON -
1st & 2nd Thursday 7pm Cobham
Drive Hall, Hamilton - Raymond
Benson (07) 847 2367

Whangarei Combined Computer Club -
contact John Pitt (09) 438 6651 for all
information regarding this club.

POSTAL GROUPS

All these groups are mail based groups that cater for those users who are not able to attend a normal club or want to join a second club. Most provide a regular newsletter and give you access to PD programs and program information as well as give you the opportunity to meet other members through correspondence or phone contact.

GeoCLUB (GEOS users) c/- Peter Hunt 70 Betula Street, DOVETON Vic 3177 - Frank Cassidy (03) 791 4991

Hills 64 Group C/-, PO Box 48, COCKATOO Vic 3781 - Ivan Blitz

Plus4/C16 Users Group 36 Western Highway, BLAXLAND NSW 2774 - Tony Ellis (047) 39 1528

The Old Codgers (over 40's) 18 Windsor Street, EDGEWORTH NSW 2285 - Gordon Screen

Woombug 8-bit c/- Post Office, WOOMBYE Qld 4559 - Scott Roseboom (074) 47 9985

Meeting 64/128 Users Through The Mail 1576B County Road 2550E, ST JOSEPH IL 61873 USA - Jean Nance

Many regular clubs can also cater for postal (associate) members as well. Check with your local club.



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Page 128

Welcome to another month's "Page 128" column. I recently received a telephone call from one of the most knowledgeable 128 owners in Australia in the form of Tasmania's Mick King. Mick had a bit of a shot at me regarding the over simplification and omission of several factors in my description of the 128's boot-up sequence in the last (October) installment of "Page 128". We also went on to discuss several facets of the 128 computer, and ideas for some future columns, including the disabling of the 8502 whilst the computer is running, the direct accessing of the Z80, and the utilisation of both in tandem. This sort of feedback is invaluable. It is often difficult to know just how "in depth" articles should be. Whether I should "skim" the surface, or delve deeply. More often, I try for the middle ground, with the resultant omissions and compromises. I will also admit that I DO NOT consider myself in the same league as fellow 128'ers the like of Rod Gasson, Gordon Wormald, or indeed, Mick himself, and at times, my incompleteness of knowledge shines through. However, we have a go, and I think the popularity of this column shows that my efforts are appreciated.

More importantly than this, my conversation with Mick gave me ideas for future columns. This feedback is very important, and I want all readers of this page to know that I need to know what you want dealt with here. Perhaps you even have a pet subject you feel you could write about for us, or something that you would like a lot more information on? Let me know!

In the mean-time, I welcome a short article from Mario Petrolati entitled "Riding the Bus", which I've included in this month's column.

RIDING THE BUS

Mario Petrolati

I love my 128. It's power and performance caters to all my wants and needs. It abounds with interesting and unique features of which the serial bus is one. You see, the 128's serial bus has the distinct and unique feature of being capable of operating in two modes - burst and standard.

Standard mode is the same as is used on the C64 (and, I believe, VIC-20), and utilises exactly the same

commands. The same can also be said for burst mode. Before we go on, it may pay to point out that we are talking BUS COMMANDS, these are distinct from DOS (Disk Operating System) commands, and are designed specifically for the control of devices connected via the bus such as disk drives, printers, etc.

BUS COMMANDS

Bus commands handle such things as telling your peripheral to send or receive data, or to stop sending or receiving with commands like "Talk", "Listen", "Untalk", and "Unlisten". Though our serial bus can accommodate a number of "listeners", it can only handle a single "talker" at any given time. Any more than one, and data becomes corrupted. Think of crossed lines on a telephone, with several different conversations taking place at a given time. The result is the same for the computer as it would be for you, except that, being a dumb machine, your computer has no way of distinguishing one stream of data from any of the others currently passing down the line and must accept it as a whole.

Naturally, the result is less than ideal, and data becomes mixed, handshaking gets confused, and we have a serial bus lock-up in next to no time!

DEVICES

Naturally, not all devices are designed to utilise all the bus commands. For instance, a disk drive is quite capable of "Talk"ing and "Listen"ing, but a printer has precious little to send back to the computer and will steadfastly ignore a "Talk" command when issued. Just as an aside, it is worthy of note that the only peripheral device that I know of that has the necessary hardware to be able to alter the state of the ATN line is a CMD Hard Drive. This ability gives these devices a deal of independence from the computer, allowing the sending of data directly to other peripherals, to swap device numbers, etc.

BUS COMMANDS - HOW THEY WORK

The ATN line is normally set HIGH on your Commodore, but when your computer is about to issue a bus

command like "Talk" or "Listen", it pulls the line low and generates an interrupt for every device on the bus. Each device then acknowledges the interrupt by signalling that it is either busy or ready for data transfer (to or from). If a "busy" signal is generated, the device accessed will finish the task at hand and then signal the computer that all is in readiness and that it can now send the command byte. Our ATN line will remain low until ALL devices are ready and ALL command bytes are sent. Once the ATN line goes high, all subsequent bytes are interpreted as being bytes of information until such time as the last data byte is sent, at which time the computer pulls the ATN low once more while it sends an "Untalk" or "Unlisten" command.

CONTROL

The ONLY device that is assigned control of the bus is the computer in normal circumstances (see the paragraph labelled "DEVICES" above for an exception to this). The computer's role in this case is to ensure that only a single device is talking at any given time, thus preventing the occurrences mooted a little earlier in this article.

CLASSIFICATION

Our bus commands can be classified in to three command groups. The Primary Address Commands, the Unaddress Commands, and the Secondary Address Commands. These classifications are based on the function performed by each. Lets take a look at them.

PRIMARY ADDRESS COMMANDS

This group are all of similar construction and are composed of a command (bits 7-5) and a device number (bits 4-0). The ATN line will go low before sending one of these bytes, signalling all on-line devices that a bus command is about to be transmitted. All peripherals then access the command byte and determine if it is they that is being addressed. Your

Primary Address Command should look like this:

Listen: 001 XXXXX
or
Talk: 010 XXXXX

Where X is your device number.

UNADDRESSED COMMANDS

This group contains only two command bytes and may be considered an extension of the Primary Address Command group. Bit structures for both groups are identical with the exception that the ATN also goes low prior to a command being issued, and returns high immediately after the command is sent, and that bits 4-0 can now be set to device 31 to allow access to ALL devices connected to the serial bus at one time.

SECONDARY ADDRESS COMMANDS

The bytes of our last group of commands always follow a talk or listen command byte and consist of two parts, a command nibble consisting of bits 7 - 4, and a secondary address nibble containing bits three through zero. Once this byte is sent, the ATN goes high.

IN ENDING

I've hardly began to scratch the surface with this article, and all of what I have said today is equally valid for the C-64 as for the 128. This will change in the next installment when I look at what is required in the implementation of "FAST" serial mode on your 128

128/80 COLUMN SCREEN CLEAR

This little routine was submitted by Reiner Richter of Victoria, thanks Reiner!

The Commodore 128's 80 column chip is quite versatile, the following is a program which clears and opens the

screen in several interesting ways.

```
0 REM 80 COLUMN SCREEN CLEAR -
REINER RICHTER
10 C = 52684: SCNCLR
20 PRINT CHR$(27) "N" TAB (31)
"CLEAR FROM BOTTOM"
30 FOR J = 0 TO 99: PRINT "[RVS
ON][4 SPACES]"; : NEXT: SLEEP 1
40 FOR J = 7 TO 0 STEP -1: SYS C,
J, 23: FOR K = 0 TO 49: NEXT K,J
50 SYS C, 0, 35: SYS C, 7, 23
60 SCNCLR : PRINT CHR$(27) "R"
TAB(32) "OPEN FROM LEFT": SLEEP 1
70 FOR J = 0 TO 99: SYS C, J, 35:
NEXT: SLEEP 1
80 SCNCLR: PRINT TAB(32) "CLEAR
FROM LEFT": SLEEP 1
90 FOR J = 0 TO 99: SYS C, J, 34:
NEXT
100 SCNCLR: PRINT TAB(32) "OPEN
FROM CENTRE": SLEEP 1
```

```
110 FOR J = 0 TO 45: SYS C, J+43,
35: SYS C, 45-J, 34: NEXT
```

WHAT WAS THAT LAST FILE?

Want to find the name of that last file you used? You probably already know that a SYS 62913 used in 64 mode will give you the name, but how do you get it in 128 mode? Try this:

```
SYS 62753
```

TEN FUNCTION KEYS?

Did you realise that you actually have ten programmable function keys at

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your disposal? You didn't! Well, you do. Aside from the eight rather obvious ones placed above your numeric keypad, both the shifted RUN/STOP and the HELP key can be used as programmable function keys. The first eight function keys (F-1 to F-8) are easily programmed from BASIC, but unfortunately, the other two are not, so how do we utilise this facility? Fortunately for us, there is a Kernal routine which DOES make programming them possible with minimal effort. Here is a sample routine to re-define the SHIFT/RUN-STOP keypress to RUN a program (instead of LOAD and RUN).

```
10 Z9$ = "RUN" + CHR$(13)
20 Z8 = 9: REM 9 = SHIFT-
  RUN/STOP, 10 = HELP
30 FOR JJ = 1 TO LEN(Z9$)
40 POKE 3071 + JJ, ASC (MID$(Z9$,
  JJ, 1))
50 NEXT: POKE 250,0: POKE 251,12
60 SYS 65381, 250, Z8, LEN(Z9$)
```

Simply set Z9\$ in line 10 to whatever you want the key defined as, and include a carriage return if required. Make Z the equal of the number of the key you wish to redefine, with Function keys F-1 through F-8 being keys number 1 to 8, the SHIFT-RUN/STOP being 9, and the HELP key being 10. This routine can be used within any BASIC program.

FOR THE GRAPHICALLY INCLINED

Here's a 3-D routine for you to try.

```
10 GRAPHIC 1: SCNCLR: FORR = 3 TO
100 STEP 6: CIRCLE 1, 160, 130, R +
20, R + 18, , , , 120: NEXTR
15 GRAPHIC 1: SCNCLR: FORR = 3 TO
100 STEP 4: CIRCLE 1, R + 100, 130,
R + 20, R + 18, , , , 120: NEXTR
20 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
100 STEP 4: CIRCLE 1, 160, 110, R +
20, R + 18, , , , 100: NEXTR
25 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
100 STEP 4: CIRCLE 1, 99 + R, 110, R +
20, R + 18, , , , 100: NEXTR
30 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
100 STEP 4: CIRCLE 1, 160, 110, R +
20, R + 18, , , , 90: NEXTR
35 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
120 STEP 3: CIRCLE 1, R + 70, R +
20, R + 20, R + 18, , , , 90: NEXTR
40 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
100 STEP 4: CIRCLE 1, 160, 110, R +
20, R + 18, , , , 150: NEXTR
45 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
120 STEP 3: CIRCLE 1, R + 75, 99, R +
20, R + 18, , , , 30: NEXTR
50 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
120 STEP 3: CIRCLE 1, R + 100, 95,
100, R + 10, , , , 75: NEXTR
55 GRAPHIC 1, 0: SCNCLR: FORR = 3 TO
100 STEP 2: CIRCLE 1, 160, R + 60, R +
55, R + 3, , , , 72: NEXTR
```

CN



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Letters Link

Well, I don't know about where you are, but summer's definitely in the air here in Cobram at the time of writing this. Makes me yearn for the great outdoors, and the regular summer safaris into the mountain wilderness that both my brother and myself take when we are feeling particularly massochistic. but what the heck's this got to do with "Letter's Link" and/or computing? Damned if I know, so let's get down to buisness, eh!

GET THOSE CIRCUITS RIGHT!

First out of the bag this month comes a letter from Bob Morrow of Templestowe in Victoria. Bob writes as follows:

... Now a complaint. In your August issue (page 6), you printed a circuit of an interface which was a disaster. Someone wxperienced in reading circuits could guess how this was supposed to go together, but not all your readers are so expert.

There are agreed international standards for electronic components and connections, but apart from the resistors (and even they are now iffy), you did not get any correct. The diode is incomplete, the capacitor is not shown connected, nor is its polarity shown, the transistors are incorrect, and thus their polarity is not shown, resistor R4 is not labelled, and if the crossed lines below TR2 are connected then so are the connections at points 11, M, 2, B, C, N, 2 (TX), 3 and 7. If these are not to be taken as connections, then the circuit will not work. If it is a connection, then it still will not work.

I do not believe this is "nitpicking", a circuit is really a programme, it is a set of instructions on how a group of components must be assembled so that the end result will be as the author desired. You would not publish a programme for the 64 in non-standard BASIC so that readers had to guess

what was intended.

How about publishing a correct circuit for this interface in a forthcoming issue of CN?

I agree wholeheartedly, Bob. This is not nitpicking. I publish circuit diagrams as received simply because I lack the knowledge to correct them myself, and there is no one close handy on which I can draw. However, I will endeavour to have a correct circuit diagram published for those interested.

KEYDOS ROM

And now, up in Narrandera on the mighty Murrumbidgee, and Charles Quinn writes:

In reference to the Key DOS ROM article in "Letter's Link", I have come across another program that is affected by KeyDOS. This is the commercial game "Super Wonderboy", as it works on the 128 which does NOT have KeyDOS, but will NOT work on my 128D which does have KeyDOS. I wonder how many other programs are out there that this chip also affects?

I hope you are wrong about the Gazette

disk, especially after all the trouble I had getting it. Let's hope our Network goes on for some few years yet.

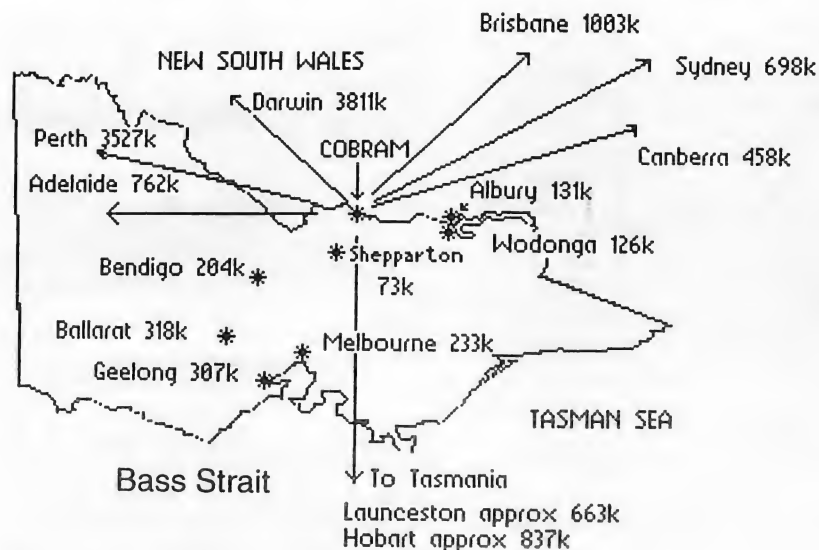
Thanks for the info on the "Super Wonderboy"/KeyDOS clash, Charles. As for the Gazette disk, the news seems bad. However, it is rumored that Tom Netsell, the editor, is doing his best to save the publication, even to the extent of publishing it himself. Just what (if anything) this will mean to current subscribers is anyone's guess, but let's hope the stories of Gazette's demise are just rumors anyway.

WHERE THE HECK IS COBRAM?

From down in beautiful Tasmania, and the lovely Anita Wurzer writes:

... Now, to change the subject, you mentioned that it's hard to get regular supply of mags in the "bush". Have you tried living in Tasmania? you don't want to be in a hurry to receive anything here. But we still wouldn't like to live anywhere else. Talking about living elsewhere, we have lived at sometime or another throughout our long and fruitful lives (maybe not so long or fruitful), in most states of Australia, but we can't quite place where Cobram is! My husband thinks it's a mining town somewhere in the North West???? So next time you have the time to write, could you please, please, please, let us know! I suppose we could always go out and buy a map, all our old ones are a bit hard to decipher now.

OK, for all those who have been wondering where Cobram, beautiful Commodore 8-bit capital? of Australia is located, here's a little map for you.



All mainland distances are approximate road kilometers. Launceston and Hobart are "as the crow flies"

Being serious for a moment, Cobram is located on the Murray River and is the center of a major irrigation and agricultural region. Crops include soft fruits (largest apricot growing region in Australia, and major producer of peaches, pears, and plums), apples, kiwifruit, dairying (home for the largest dairy co-operative in the Southern Hemisphere), beef, wheat, rice, sunflower, citrus, other grains (rye, sorghum, etc.), vineyards, deer farming, vegetable crops, and tomatoes, to mention only a few (and not to mention the marijuana for those illegally inclined). The area also supports a large tourist industry, based on the broad, sandy beaches of the Murray, one of Australia's leading 36 hole golf courses, and two top ranked venues in the Cobram-Barooga Golf Club and the Barooga Sports Club. Cobram celebrates its "Peaches and Cream" festival every second year, and this is widely advertised in the media. Cobram has a population of around 5,000, with a further 2,000 odd souls across the river in the village of Barooga. How's that for a geography lesson - maybe I should get a job in tourism promotion?

SMART MOUSE

From over in South Australia, and Brian Thomas writes:

In the last three months it has been my fortune to receive help from Jane Jones of JMV Grafix - without this I probably would have lost interest in the world of GEOS. Recently, I purchased a smart mouse (from CMD) and am most impressed. If you are able to send one of these to Jane for evaluation and review in her column, I am sure it would be of immense interest to the readers.

Thanks Brian. I have actually been trying to arrange reviews for the Smart Mouse and the new CMD trackball for some time, but, as yet, CMD haven't come to the party. In the meantime, though, I'm sure we can keep Jane busy with a number of GEOS items for review, and we might (depending on whether we decide to distribute or not) even get her to look at the GEOS mouse from Germany in the near future. In the mean-time, if you would like to pass on your experiences

regarding the Smart Mouse, I'm sure, as you said, many of our readers would be very interested, and we'd love to see an article from you (perhaps written in conjunction with Jane?).

LETTER FROM GORDON

In a recent letter from Gordon Wormald of Canberra, Gordon addressed two subjects. I have presented them here under two separate headings for ease of reference.

READING A DIRECTORY

a good and necessary help for beginners, but your effort brings out the nit-picker in me. For instance, it is downright careless to indicate the abbreviation of DIRECTORY as diA. Where did the A come from? (CATALOG perhaps, by some mental transposition?). For the beginner, it must be even more confusing when you suddenly and inconsistently reverse the case. Why not show the abbreviations as DIr and Ca?

It was appropriate to mention the use of ON, but what you did not mention is that (compared to the equivalent Ca"*", U9) you can only save keystrokes by using the form CaONU9; i.e. by deleting the spaces between keywords. Indeed, if a selective directory is required, Ca"*=S",9 (for instance) is a shorter way of calling a directory of SEQ files than Ca"*=S""ON9.

Your second piece of code is guaranteed to puzzle beginners - it will always print ERROR when RUN (have a close look at line 50).

Firstly, for those interested, the paragraph Gordon is referring to above appears in Vol. #3, No. #9 (September) on page 11 (Page 128 column) under the heading "READING A DIRECTORY".

There's really no excusing these generally simple and avoidable mistakes. I can only apologise to any and all if I've inadvertently confused them.

AUTOBOOTING

That burst was spot-on except that (I believe) you really should have warned about the danger of wiping out the usual Boot Sector by COLLECT. This can be foiled by an entry in the directory to reference track 1, Sector 0.

The best method I know for doing this is to SAVE a dummy file whose content can be as simple as 1 X) in some name like "STARTUP" (I use "BOOTSEC"), then use one of the many disk editing programs to change its link Bytes to 1 and 0. Then COLLECT to correct the Block Availability Map.

For me, this is so important that I keep a master disk containing only such a file. I start any new disk by making a whole-disk copy of that, then changing the title and ID using a program of my own. Of course, that can only change the cosmetic ID (not that in the sector headers), but this is rarely important for non-commercial disks. My Boot Sector file says RUN"BOOT1" to get going. "BOOT1" may of course contain home-brew BASIC (often a menu), RUN other BASIC files, or BLOAD if appropriate. There is a slight penalty in that this sometimes uses one sector (block) more than the tailored boot sector would.

I attach a copy of "NEW TITLE/ID.80" - feel free to publish it if you wish, but NOT AMONG C64 STUFF. The companion "NEW TITLE/ID.64" could be there though.

One last niggle: You could have referred to "AUTOBOOT MAKER" on the Commodore disk "1571 TEST/DEMO" for those a little reluctant to type in yours.

Once more, thanks for the input, Gordon. Once more, a couple of oversights on my behalf. I have included a copy of "NEW TITLE/ID.80" on the C-128 Disk-Coverer, and a copy of "NEW TITLE/ID.64" on the "magazine" side (the flip side of all the current Disk-Coverers).

MUSICMASTER

And now, to warmer climes, and John Luxton of Biggenden in Queensland writes in part:

... I guess I must be enjoying the mag, seeing as I have renewed my sub. I reckon it is a pretty good publication. the only other one I have seen to challenge it is, or was, the Hunter Valley VZ Club magazine edited by Joe Leon. Joe was pretty good at the techy bits and often had some sort of interesting addition or modification for the VZ 200/300. A good little machine too, considering its huge 32k when expanded. When I read the Amiga mags, I marvel at just what could be done with so little.

The program Musicmaster on the August utility disk was interesting, but I feel, a bit useless. Apart from tinkering with various sounds, what good is it? I have been on the lookout for a program whereby staff lines are shown which could be written to in musical notation and then played back via the 1084S monitor or whatever, or recorded to tape. I guess this would be a bit ambitious for a low memory capacity machine like the 64.

Anyway, thanks for a ripper magazine. When you solve the stapling problem, it should be great. Actually, I have solved the problem when staples are too far out. the smallest of my set of jewellers screwdrivers came to grief and ended up ground to a point. It is just a matter of extracting the staple and bunging a couple of holes nearer to centre and recycling the staples. Five minutes work!

Glad to hear that you are enjoying the mag, John (and to receive your money - grin!). A lot of work does go in to producing each issue, and it's good to know that, despite the gremlins creeping in every now and again, that work is appreciated.

As for Amigas (and IBM's and compats), it continually amazes me (to paraphrase you) that so little is done with so much. Imagine if the same practises used so widely in programming C64's and C128's were used on these machines. Commodore 8-bit programmers are used to squeezing as much as they can into as little as possible. We pack our data into little boxes and stack them neatly in the corner. IBM and Amiga programmers seem to forget about the stacking (in fact they often forget about the boxes as well), and just heave their data over into a vacant area of the room. Memory management seems an afterthought to them! If a Commodore programmer can squeeze his application into 64k, why does it take 164k, 264k or more on a Amiga/PC to achieve the same result? Surely their systems are not THAT inferior? If ever someone sits down and actually USES one of these machines to their full capabilities, THEN they may be worth getting hold of, the results would be astounding! (mind you, software/hardware producers wouldn't like it - you'd have almost everything you would ever need at your fingertips - ain't no money in that!).

As for your idea for a music program, I do disagree that it would be beyond the capabilities of the 64. Such a program should not be too difficult to design and program, given that the programmer is familiar with musical

notation (which I am not!). All that would be required (and I'm sure someone will correct me if I'm wrong - grin!) would be a routine for reading an area of screen set aside for the display of the musical staff on which a modified character set is printed (notes, etc.), an input routine for writing to this region (with a possible horizontal scroll routine so that the staff moves as the visible area is filled), and a play routine to translate data collected from the read routine to a form useable by SID. That's pretty much bare-bones stuff, and certainly over-simplified, but it really should not take an inordinant amount of space. What will take up room will be the "fleshing-out". Things like instrument, tempo, rhythm, pitch, or chord selection, the recording routines (to tape/disk), the screen display/s, and numerous other bits and pieces which go to make a programme look more professional. Now, of course, it's just a case of someone taking it on and actually doing it! Any takers?

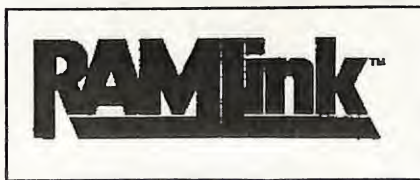
LOADSTAR

Over in South Australia, and Jeff Carey writes:

..... My friend Ross Edwards and myself have had two contributions to Loadstar accepted and published recently - GeoAdelaide and GeoSprite fonts. We received advice yesterday that they have accepted another two submissions. I suggest that the rumours about their demise are a little premature. They are slow to respond - our last submissions had been there four to five months, but they are still definitely in action.

Great to hear of two Aussies getting their work internationally recognised. As for Loadstar, the rumours are still strong, BUT I MUST emphasise, they ARE rumours, and we all know what they are like!

RAMLINK WOES



Ernie Taylor of Laurieton, N,S,W, writes:

..... However, I need help in another area. My RAMLink has packed up and I need to know where I might have it repaired (in Australia if possible). The unit had an intermittant problem for some time - working normally for short

periods, then causing the screen to blank and the computer to crash.

After switching the units off and then on again after an hour or the next day, normal operations were possible. sometimes the units operated OK for several sessions. I've checked for heat and power problems - all OK!

Now, with the RAMLink plugged into my 128, the computer will not operate at all. Blank screen - nothing! Remove the RAMLink, and everything operates normally. I have tried RAMLink on my other C128 and the C64 - same result. GeoRAM and other cartridges plugged into the cartridge port work OK.

So there is my problem. The unit was purchased direct from CMD, and arrived in November '93.

Bad news I'm afraid, Ernie. You will have to return your RAMLink to CMD for repair. Their is no-one in Australia who can do it for you.

PROJECTS

Back in Victoria, and Dave Burrows writes as follows:

I am currently getting involved in making up external "add ons" for the C-64 such as I/O boards, user port expansion, battery backed RAM, etc.

What I am looking for is circuit diagrams for the C-64 add ons. In particular I am interested in using the A/D converter in the joystick port to measure temperature.

If anyone is interested in making add on circuits or has circuit diagrams of which I could get copies, please contact me on (059) 86 3381, or write me at:

6 Boneo Rd.
Rosebud
Vic. 3939

Can anyone help David here?

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Power★Drift

Hmmm... I'm sure I saw 1994 somewhere around here.

Wait a minute - here it is... and there it goes! Or went, perhaps. Yep, you got it, we're in the time of year when the kiddies begin to write overoptimistic Christmas lists, John Martins makes a fortune and boring journalists bring out the cliched openers about this year "going so fast" and how "time flies". I hope you weren't disappointed, I just thought that (for a change) I'd go with the conventions and live up to your expectations.

But the conformity stops there! Never fear, The Power Drift is not shackled yet, and CN brings you yet another exciting column full of unpredictable action. Hey, not even I know what I'm going to write about this month.

Undoubtedly you're all sick to death of my mindless natter after that double dose last month - just how DID you all survive? Too me three weeks to recover, I can tell you. There's motivation for you all to get tapping away on the keyboards on your own articles - Warren's getting so desperate for material that he's putting The Power Drift in left, right and centre, and if you think that's a good thing, get your head read (worked for me). However, that mention of 1994 is giving me ideas, so stand back, let me think for a second, and something might come up...

HEAD TO HEAD

Ah yes! I have it!

This year we've seen a fair few competitions, haven't we? All sorts of one-on-one action: Brazil and Italy, West Coast and Geelong, Queensland and New South Wales. Let's face it, even the computer world has several continuing battles.

Therefore, it's been decided by higher authorities (ie. that lump of grey matter I left somewhere) that this month, and maybe even over the coming months, that I'm going to run a little comparison for you so that when you're finding it hard to decide between two of the great games found in the mail order catalogue or the garage sale, you can refer back to CN for all the help you need. Some of it, anyway.

What's first up then? I figured I'd start off with something popular, a genre which we all know and which at least

some of us love. It's often said that the most simple games are the ones which hold our attention for the longest (had to save that line from becoming a Corn Flakes slogan there). Take Tetris, for example. I mean, what kind of person over the age of three would think of stacking up blocks on top of each other and turning it into a computer game? Well, he's a legend, anyway. The same thing applies to the two games I'm about to look at.

Knocking down a strangely-shaped wall of the aforementioned blocks with a bat and ball is just a little childish, isn't it? But who cares?! It hooked me, and I know from the sales figures of such games that it hooked thousands of other people all around the world. Two of the leading pieces of such software over the years are Krakout and Arkanoid, and I'm going to see just which of these comes out on top.

ARKANOID

This little gem originally emerged several years ago, and since that time has increased its lifespan with a sequel which is essentially identical other than the suffix "2" in the title. Thus, for the purposes of this mini-review, the two can be treated as one and the same. Perhaps one of the most notable things about this game is that the coders decided that they were ashamed of the simplicity of their product and thus stuck a little storyline in the opening credits about a spaceship and its big quest to destroy something or other. Then they expect us to believe that that's the real reason as to the game's existence. Yeah right guys - that's about as believable as Models Inc.! I mean, if they wanted to appeal to the Trekkies amongst us there are far better ways - and anyway, what customer who buys the game to bash a few tiles with a nasty ball really cares about the plot? Sheesh... sometimes, I just don't know.

KRAKOUT

Then, of course, there's a game which doesn't attempt to falsify its nature at all or hide behind any masks or disguises - Krakout! Yep, this one just sits on the shelf and says, "Hi, I'm one of those mindless games which is a lot of fun - so buy me!" And you know what? It got a l-o-t of people that way. Very popular is Krakout, and I'm sure

that there are just as many gamers out there banging away at it as there were after its initial release. Anyway, enough of the silly introductions. There's more procrastination here than at Parliament House. On with the comparison...

GRAPHICS

Arkanoid appears to have been the first cab over the speed limit all the way through so far, and I guess that I might as well go with tradition. The graphical work on Arkanoid is particularly good - the background is well defined, the colours are varied but not garish, and all of the sprites (ie the bat, the ball and the little moving things on the screen) are flowing and fast.

One nice touch which I found really noticeable is the highlighting of the tiles - they all have a lightish corner which gives the impression of a distinct light source shining down upon the area. Very effective, fellas.

Krakout, on the other hand, is probably less definite than its counterpart when it comes to the graphics. Again the scrolling is relatively free, but the tiles and the bat are more simple than those in Arkanoid (although there is some use of the aforementioned lighting effect. I don't know its real name - ask Van Gogh!). However, I feel that the deficiency in resolution is more than compensated for in the variety of this game. Using the options screen before

Andrew Gormley

starting play, you can choose to have the background scroll randomly or in the same fashion as the ball at the time. Neat, huh? Then there are also a number of different modes available, each of which has its own characteristics. Level 9 is for psychotics only, however - the screen flashes with a strobe effect every so often, occasionally goes completely dark other than the bat and ball and generally blows your mind totally. And we love it!

SOUND

This one's a real shortie when comparing the two, because there's not much to say. Arkanoid's only real flaw in my opinion is the fact that the music is confined to the opening titles and

only sound effects can be heard throughout the game itself. Krakout gives the user the option to choose between music and SFX, and whilst the effects are quite up to the same standard as those in Arkanoid, the music is a very catchy tune which I'll be surprised if you don't like. Got that? OK - 'nuff said.

GAMEPLAY

Perhaps the real test of a game's "lastability" and "playability" (as the UK mags like to term them) is the gameplay, and both of these works rate highly in this particular field.

Arkanoid is tactically excellent - the game runs at a relatively easy pace, and there are all sorts of different on-screen icons to collect as they periodically tumble down the screen to enable you to grab the ball with the bat, elasticise it, or even shoot the tiles to name just a few. It is also a great tease, as the most frequent time for you to make a mistake is when you have just one tile to knock off before advancing to the next level with its never before seen arrangement of blocks. ARGH! I don't know how often that's happened to me, but it's exactly that sort of thing which keeps you coming back to Arkanoid when one might expect it to becoming tiring before long. A minute to learn, a lifetime to master - I know I've used that phrase before, but it certainly applies to this particular piece of entertainment software.

Krakout, in contrast, is just plain fun. Yep, f-u-n, fun. Tactical it may not be, but exciting, fast-moving and enjoyable it definitely is. The speed of

the ball is generally quicker than in Arkanoid, but the bat is rather sluggish, which rather than detracting from the game merely adds to the tension as you jam the joystick into the wall in an effort to make sure that you arrive in time to meet the ball (Hey - that rhymes!). The game is simple, easy to play and very easy to get into in a major way. Without quick reflexes and a good sense of humour, you're going to have as much chance in Krakout as Bill Clinton does in a Haitian pub. The problem there is that the game actually tempts you back to improve on your last score or level, in much the same way as Arkanoid does, and thus is very addictive. Trust me - you won't be having to dust off this disk for some time.

OVERALL

What, then, is the final verdict? Arkanoid or Krakout? Well - you tell me, really. If you're the strategist who likes to apply some talent to a game more of the arcade genre than usual, then Arkanoid is probably the best choice for you. A thinking game, it's also entertaining and well worth a reasonable price. However, you may simply be one of those late-night ravers who likes nothing better than the destruction of a few thousands brain cells before breakfast. If so, then Krakout should probably be the first thing on your morning menu. A guaranteed mindblower with lots of sparkle and class. Again, this one is a valuable addition to most collections, particularly considering its rarity on the shelves these days.

And as for me, you may ask? Well, I'm an open-minded kinda guy (and don't tell me to be PC there - I'm sure I'm a guy!) and each of these two appeals to me at different times. When I'm looking for a challenge, I go for Arkanoid. When I'm after some more action, Krakout's the one for me. It all depends. Why not get them both - I did... But then that's never been a good precedent for anything, has it? :)

LOOKING TO THE FUTURE

Ye gods, that's a depressing thought. The future, eh?

Hmmm... sometime at least I'm going to be receiving some entries for that little competition of mine - I'm sure that by the time this is published I'll be buried in the same sea of letters that overwhelmed me last time. It should be noted however that at least for all you gamers the future looks bright. Robotronics, an English firm, is on the move, and from all reports it seems that the Trekkies will have to make way for the Doctor Who'ites soon! We'll keep you posted. Until then, remember the address for any feedback: PO Box 123 Walkerville SA 5081. As Arnie has become so proficient in telling us, "I'll be back", and have another exciting column of The Power Drift with me soon.

Cheers

Andrew



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Details on how to subscribe to all three of these great publications on the back page.

Showcase

CardArt 2 in review

Jane Jones of JMV Graphics is certainly one of the most productive individuals I know of in the Commodore 8-bit world. I've lost count of the number of products I've reviewed from her, and I'm sure I'll review many more.

In this instance, we will be looking at the second in the CardArt series after we reviewed the initial release in the September 1993 issue of Commodore Network. In that review I had the assistance of my eleven year-old niece, and her input made for an interesting and "different" review. However, this time around, you'll have to put up with my boring meanderings.

WHAT IS CARD ART?

CardArt 2, as with the original CardArt 1, is designed to aid the GEOS user in the design and production of greeting cards. It is designed to be simple to understand and easy to use with a minimum of experience with geoPaint, and should allow the new user to get right down to the nitty-gritty in their first session.

WHAT DOES IT CONSIST OF?

Coming on a single double-sided 1541 disk, CardArt 2 consists of some fourteen pre-designed cards, a CARD Template with full instructions, and a CARD Blank on which to construct your own works of art. The pre-designed cards consist of one Christmas card, two Wedding Anniversary cards, and eleven Birthday cards.

USING CARDART

CardArt 2, like its predecessor, is designed to be effectively used with a basic geoPaint set-up. It doesn't need any additional software/hardware to be fully functional. However, you will need a collection of suitable fonts and graphics, and you may even find it advantageous to have a number of "fill patterns" other than the standard ones, available.

Personally, my CardArt workdisk contains the CardArt template, several clip albums and fonts, Newtools 2, geoStamp, and a suitable pattern editor. I find this combination gives me a tremendous amount of versatility when it comes to manipulating text and graphics to achieve that "just right" look. I also have a copy of geoMorph on the disk, but I haven't had the time for more than a cursory glance at it. GeoPager is another application used in conjunction with CardArt 2. It allows me the luxury of doing a print run of several copies of the current card without having to "baby-sit" the printer. In the case of fonts too, consider laying out text in a geoPaint file and "clipping" from there to a clip album. This gives you the luxury of creating complex text/graphics displays, or overlays, which can then be kept for use at a later date.

Warren Naismith

IMAGINATION

CardArt has potential for many uses. The template could quite easily be utilised to produce such items as club presentation cards, invitations, or even as product price-cards. Your imagination is the only limiting factor. In fact I'm a little surprised Jane has concentrated so much on greeting cards when there are just so many other possibilities! Nevertheless, the potential is there, and Jane has done an excellent job with those pre-designed cards she has supplied on the disk. If you are new to this sort of thing, you would do well to study Jane's work on the cards she has supplied. They are clean and well sort out, and avoid one of the most common

errors made by those new to graphic design - that "cluttered" look!

ALL IS NOT PERFECT

But like everything in life, all is not perfect. For a start, I would have liked to have seen some clips supplied, and perhaps an original font or two would not have been out of the question either. Jane does go some way towards addressing this by offering three disk sides of additional graphics (something like 537 clips) at a minimal cost to registered owners, and when purchased in conjunction with CardArt 2, this does make a very attractive buy. I would also have liked to have seen a discount for registered owners of CardArt 1 when purchasing CardArt 2. A little thing perhaps, but I would have thought worth offering since, to my way of thinking, the template and card blank are the principal reasons for buying either of the CardArt series, and since they appear on both, the value of the second one purchased is diminished. Just my thoughts!

WHERE DO YOU GET IT!

OK, interested? Well, you can pick up your copy of CardArt 2 from:

JMV Grafix
P.O. Box 635
Blair Athol
S.A. 5084

Price: \$18.00 inclusive of post and handling costs. Foreign orders should add a further \$2.00 Australian to cover additional expenses.



Software Definitions

Shareware

the program is copyright. Free to distribute but only as per shareware agreements. Usually means no charge can be made other than Postage and Handling, and usually can only be distributed in its original format.

A nominal fee is usually required for continued use of shareware programs.

Freeware

the same terms and conditions as above, except that the author does not expect or require any fees.

Public Domain

The author has relinquished all copyright. The program may be modified and distributed at will. However it is usual practice for any modified versions to still give credit to the original author.

courtesy Rod Gasson

Hullo Programmers.

Lots to do this month so we won't chat too much, but I will say that after reading back through the columns, I have spotted some mistakes I have made typing the column into Geowrite. If you had any trouble getting any programs working, I apologise. Although it's a bit complicated, the system I use now should be mistake free. First I code the program and get it working, then, thanks to that great little routine MAKE ASC from Disk-Coverer, I convert the code to a Sequential file. I then load up Word Writer 6 and convert the ASC Seq. to WW6 SEQ. I can then SAVE this as a GEOS TEXT SCRAP straight onto my Geowrite document disk. A little formatting, and the original working program is in GEOWRITE. Saves a lot of typing too!

Get out the coffee or coke and lets go:

First up we will add a couple Basic M/C loaders for last month's VIC II SYSTEMS. This one is for flipping sprites. Very handy for demos or games. Has a very good effect when used with explosions too! So load up VIC II and type in the following to set up memory for--

SPRITE FLIP MEMORY

```
15999 rem call with SYS34945 ,
SPRITE START , SPRITE MAP
16000 l = 16020 : for i = 34945
to 35064 : l = l + 10 : t = 0 :
for j = 0 to 5 : read a : poke i
, a : t = t + a
16010 i = i + 1 : next j : read
b : if t <> b then print "error
in line:" : l : stop
16020 i = i - 1 : next i : end
16030 data 32, 253, 174, 32,
158, 173, 822
16040 data 32, 247, 183, 165,
20, 133, 780
16050 data 247, 133, 249, 165,
21, 133, 948
16060 data 248, 133, 250, 32,
241, 183, 1087
16070 data 142, 247, 136, 162,
0, 24, 711
16080 data 165, 247, 109, 247,
136, 133, 1037
16090 data 247, 165, 248, 105,
0, 133, 898
16100 data 248, 232, 224, 64,
208, 237, 1213
16110 data 24, 165, 247, 105,
60, 133, 734
16120 data 249, 165, 248, 105,
0, 133, 900
16130 data 250, 162, 0, 160, 0,
177, 749
16140 data 247, 141, 248, 136,
177, 249, 1198
16150 data 145, 247, 173, 248,
136, 145, 1094
16160 data 249, 200, 192, 3,
208, 237, 1089
16170 data 160, 0, 165, 247, 24,
105, 701
16180 data 3, 133, 247, 165,
248, 105, 901
16190 data 0, 133, 248, 165,
249, 56, 851
16200 data 233, 3, 133, 249,
```

Bits & Pieces

```
165, 250, 1033
16210 data 233, 0, 133, 250, 232,
224, 1072
16220 data 10, 208, 204, 96, 0, 0,
518
```

Here is a demo of the utility. I defined a sprite in this one to show the effect better, I also inserted a time delay before the loop in 20120. Delete it to see the routine operate at its full speed.

SPRITE FLIP DEMO

```
20000 sys 33364, 0 : rem call VIC
II
20010 print chr$(147) : poke 53281,
0 : v = 53248 : poke v + 21, 1
20080 for x = 0 to 62 : read a :
poke 52224 + x, a : next
20090 poke 52216, 48 : rem map for
sprite 0 (normally 2040)
20100 poke v + 39, 7 : poke v + 0,
160 : poke v + 1, 120
20110 sys 34945, 49152, 48 : rem
sprite 0
20120 for t = 1 to 400 : next :
goto 20110
20130 data 0, 8, 0, 0, 28, 0, 0,
127, 0, 1, 255, 192, 67, 255, 225,
102, 127, 51, 119, 62
20140 data 119, 127, 28, 127, 127,
8, 127, 127, 247, 255, 127, 247,
255, 127, 247, 255, 127
20150 data 255, 255, 111, 0, 123,
70, 255, 177, 7, 255, 240, 3, 193,
224, 1, 255, 192, 0
20160 data 127, 0, 0, 28, 0, 0, 0,
0, 0
```

Sprite reverse can be useful for the same things. Try this:

SPRITE REVERSE MEMORY

```
15800 l = 15820 : for i = 34882 to
34944 : l = l + 10 : t = 0 : for j
= 0 to 5 : read a : poke i, a : t =
t + a
15810 i = i + 1 : next j : read b :
if t <> b then print "error in
line:" : l : stop
15820 i = i - 1 : next i : end
15830 data 32, 253, 174, 32, 158,
173, 822
15840 data 32, 247, 183, 165, 20,
133, 780
15850 data 247, 133, 249, 165, 21,
133, 948
15860 data 248, 133, 250, 32, 241,
183, 1087
15870 data 142, 128, 136, 162, 0,
24, 592
15880 data 165, 247, 109, 128, 136,
133, 918
15890 data 247, 165, 248, 105, 0,
133, 898
15900 data 248, 232, 224, 64, 208,
237, 1213
```

```
15910 data 160, 0, 177, 247, 73,
255, 912
15920 data 145, 247, 200, 192,
63, 208, 1055
15930 data 245, 96, 0, 32, 253,
174, 800
```

SPRITE REVERSE DEMO

```
19997 rem CALL WITH SYS 34882 ,
SPRITE START , SPRITE NUMBER
19998 sys 33364, 0 : rem call VIC
II
19999 print chr$(147) : poke
53281, 0
20000 v = 53248 : poke v + 21, 1
20010 for x = 0 to 62 : read a :
poke 52224 + x, a : next
20020 poke 52216, 48
20030 poke v + 39, 7 : poke v +
0, 160 : poke v + 1, 120
20040 sys 34882, 49152, 48 : rem
call spt 0
```

Key Power

```
20045 for t = 1 to 400 : next :
goto 20040
20050 data 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0, 0, 126, 0, 0,
255, 0, 1, 255, 128
20060 data 3, 255, 192, 3, 255,
192, 3, 213, 192, 3, 255, 192,
3, 255, 192, 1, 255, 128, 0,
255, 0
20070 data 0, 66, 0, 0, 66, 0,
0, 231, 0, 0, 0, 0, 0, 0, 0, 0,
0, 0, 0, 0, 0
```

PRINTER BIT

From what I understand, as long as your Commodore or compatible printer supports the style of print, they mostly use the same commands. Here's one:

```
ESC = CHR$(27)
```

```
PRINT#4, chr$(27); chr$(15); =
COMPRESSED PRINT.
```

I have used this before loading Geos, then preformed a Draft print from Geowrite. Works with all the commands.

```
PRINT#4, chr$(27) "@" = Master
Reset to default.
```

Let's do another for VIC II. With this one you can reverse individual characters or the whole screen at M/C speed:

REVERSE CHARACTER MEMORY

15198 rem CALL WITH SYS 34656 ,
CHARACTER NUMBER

```
5200 l = 15220 : for i = 34656 to
34706 : l = l + 10 : t = 0 : for
j = 0 to 5 : read a : poke i, a :
t = t + a
```

```
15210 i = i + 1 : next j : read b
: if t <> b then print "error in
line:": l : stop
```

```
15220 i = i - 1 : next i : end
15230 data 32, 253, 174, 32, 158,
173, 822
```

```
15240 data 32, 247, 183, 32, 241,
183, 918
```

```
15250 data 142, 146, 135, 162, 0,
24, 609
```

```
15260 data 165, 20, 109, 146,
135, 133, 708
```

```
15270 data 20, 165, 21, 105, 0,
133, 444
```

```
15280 data 21, 232, 224, 8, 208,
237, 930
```

```
15290 data 160, 0, 177, 20, 73,
255, 685
```

```
15300 data 145, 20, 200, 192, 8,
208, 773
```

```
15310 data 245, 96, 0, 32, 253,
174, 800
```

REVERSE CHARACTER DEMO

```
100 sys 33364, 0 : print
chr$(147) : poke 53281, 0
110 print tab(13)"support c.n."
120 sys 34656, 49152, 3 : rem 3=c
130 sys 34656, 49152, 14 : rem
14=n
140 for t = 1 to 100 : next :
goto 120
```

Playing Lemmings?

Reset your Action Replay and POKE 6453,189 for Lemmings forever.

I think you might like this one. It comes from Prof. Finch at Com. Format. It consist of M/C basic loader that converts keyboard characters into a character two characters across by two characters down. I've also included a basic program to show you how to place them on the screen. The main thing to

know is your screen code pokes. Say the top left corner of the char is X, the top right corner is X+64, the bottom left is X + 128, and bottom right is X + 192. The new letters are generated with a sys 49408, and to access them you poke 53272, 28. The routine in lines 28-36 plots text string T\$ and coordinates X (0 to 38) and Y (0 to 23) on the screen in colour C (0 to 15).

2 x 2 CHARACTERS

```
11 for x = 49408 to 49614 : read
y : poke x, y : c = c + y : next
x
```

```
12 if c <> 27482 then print "data
error": end
```

```
13 sys 49408 :r em make new
char set
```

```
14 poke 53272, 28 : rem switch to
new set
```

```
15 print chr$(147) : :poke 53280,
11 : poke 53281, 0
```

```
17 y = 3 : x = 1 : c = 10 :
t$="support" : gosub 28
```

```
18 y = y + 3 : t$ =
"com.network": gosub 28
```

```
19 y = y + 3 : t$="and": gosub 28
```

```
20 y = 14 : x = 4 : c = 5 :
t$="c.n.p.d.": gosub 28
```

```
21 y = 20 : x = 18 : c = 14 :
t$="press a key": gosub 28
```

```
23 poke 198, 0 : wait 198, 1 :
poke 198, 0
```

```
24 poke 53272, 21 :
printchr$(147)
```

```
25 end
27 rem plot characters
```

```
28 for l = 0 to len(t$) - 1
29 sp = 1024 + y * 40 + x + l * 2
```

```
: cp = sp + 54272
30 t = asc(mid$(t$, l + 1, 1))
```

```
and 63
31 poke cp, c : poke cp + 1, c
```

```
32 poke cp + 40, c : poke cp +
41, c
```

```
33 poke sp, t : poke sp + 1, t +
64
```

```
34 poke sp + 40, t + 128 : poke
sp + 41, t + 192
```

```
35 next l
36 return
```

```
50 data 169, 000, 133, 168, 133,
170, 133, 172
```

```
51 data 133, 174, 133, 251, 169,
048, 133, 169
```

```
52 data 169, 050, 133, 171, 169,
052, 133, 173
```

```
53 data 169, 054, 133, 175, 169,
```

```
208, 133, 252
54 data 120, 169, 051, 133, 001,
160, 000, 177
55 data 251, 153, 167, 193, 200,
192, 008, 208
56 data 246, 160, 000, 185, 167,
193, 072, 041
57 data 240, 074, 074, 074, 074,
170, 189, 191
58 data 193, 153, 175, 193, 104,
041, 015, 170
59 data 189, 191, 193, 153, 183,
193, 200, 192
60 data 008, 208, 224, 162, 000,
160, 000, 189
61 data 175, 193, 145, 168, 200,
145, 168, 136
62 data 189, 183, 193, 145, 170,
200, 145, 170
63 data 136, 189, 179, 193, 145,
172, 200, 145
64 data 172, 136, 189, 187, 193,
145, 174, 200
65 data 145, 174, 200, 232, 224,
004, 208, 215
66 data 165, 251, 024, 105, 008,
133, 251, 133
67 data 168, 133, 170, 133, 172,
133, 174, 144
68 data 010, 230, 252, 230, 169,
230, 171, 230
69 data 173, 230, 175, 165, 252,
201, 210, 208
70 data 132, 169, 055, 133, 001,
088, 096
72 data 000, 000, 000, 000, 000,
000, 000, 000
73 data 000, 000, 000, 000, 000,
000, 000, 000
74 data 000, 000, 000, 000, 000,
000, 000, 000
76 data 000, 003, 012, 015, 048,
051, 060, 063
77 data 192, 195, 204, 207, 240,
243, 252, 255
```

Well, don't tell Warren, but I may be slightly over my quota for this month, so I had better sign off.

Happy Programming.

Kev.

K.J.POWER
Shambrook C/Van Park
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CN

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This month, newcomer Mario Petrolati presents his second CP/M article for Commodore Network, and regular, Alastair Hay offers us a look at dBase II.

Keyfig Contentment

by Mario Petrolati

One of my favourite CP/M utilities is "KEYFIG". It offers the user the ability to pre-configure his system's keyboard in almost any fashion desired, with these saved as part of the CP/M+.SYS file so that they are instantly installed on boot-up. With a little forethought it is possible to have an entire collection of self-booting disks configured specifically for the software contained thereon. This can be of immense value! We may delve a little deeper into this a little further on in the article if I have time and space available. In the mean time, let's look specifically at the KEYFIG program and its operation.

GETTING STARTED WITH KEYFIG

Like all CP/M transient commands (remember what I told you about these in my last article?), KEYFIG is installed from disk simply by typing KEYFIG at the DOS prompt (the A>) and pressing RETURN. As long as it is on the disk currently in the drive, it will be automatically installed and you will then be asked if you want help. For the moment, press "N", you can always come back and look at the help file a little later if you want. This done, you are now queried regarding which definitions you want to use. Not having created any as yet, we are left with one choice, the default values. Place your cursor on that selection, and press return. Note that you will need to use the 128's arrow keys to move between the choices.

Now that we've selected the set of definitions we will be using (not that, at the moment, we had any choice!), we can select between a number of operations which we may wish to perform. These are "edit a key", "assign colors", or "exit" (and save the workfile). It seems a bit pointless to exit at this stage, so let's do a bit of editing.

CURSOR PAD

If you've ever used a PC, the likelihood is that you are familiar with the cursor pad built in to their numeric keypads. Let's use KEYFIG to make our own cursor control pad for use with WordStar or similar wordprocessors.

For this purpose, we will work on the 128's built-in numeric keypad's

CP/M corner

numbers eight, four, six, and two and configure them to tell the computer to move the cursor up, left, right, and down respectively.

Now for the frightening bit, how do we tell KEYFIG which key we are manipulating. It's sure to be complicated, isn't it? No, it's as simple as pressing the key we want to play with. That's it! Press the "8" on your keypad for now, and you will be presented with a number of values. These represent its NORMAL value, its SHIFTED value, its CONTROL value, and its COMMODORE value in that order. To begin with, let's change that top value (the NORMAL value), so select this.

ANOTHER MENU!

Within this menu, we are presented with a number of possible operations to perform. These all concern the assignment of specific types of "command" to the chosen key. Our selection includes the assignment of a new control character, a command string, a color, a specific function, or a hex value. In this example, we are assigning a control character to our key, so select the first option.

Press CONTROL-E (this is WordStar's "CURSOR UP"), and the key is reconfigured. Simple isn't it! now you can proceed on to the other three keys, altering them as required.

ASSIGNING STRINGS

String assignment is as simple! You will find you have a choice of some 32 strings available, some of which are already assigned. Scroll through the selections and select by pressing return. Now, all you need do is enter the string you desire. if you wish your definition to end with a carriage return, end the string with a CONTROL-M.

SAVING DEFINITIONS

Once you've finished fiddling, and are happy with your definitions, you have two choices on how to save your configuration. The first choice is a save as "current definitions". This enables you to play around with your set-up in

order to evaluate what you have done. If you choose to save your configuration this way, you'll find you need to enter KEYFIG again a little later to save the definitions to disk permanently if they prove suitable. The second choice is to save them directly to a boot disk.

CP/M and dBase II

by Alastair Hay

A little tip when using dBase reports. Let us say we have a file called (NAMES) which contains first names, last names, grade, etc., and we wish to produce a report which will divide all entries into their appropriate grades. You must lie to the report generator. Here is how you cheat the system. When you type: Report <RETURN>, you see on your screen:-

Report Statement --- Your responses

```
-----
Enter report form name:
B:NAMES<RETURN>
Enter Options M = Left Margin, L =
Lines/Page, W = Page width
<RETURN>
Page Heading? (y/n): Y <RETURN>
Enter Page Heading: Pupil Report by
Grade <RETURN>
Double Space Report? (y/n): N
<RETURN>
Are Totals Req'd? (y/n): Y <RETURN>
- This is your first lie!
Subtotals in Report? (y/n): Y
<RETURN> - This is your second lie.
Enter subtotal field: Grades
<RETURN>
Summary report only? (y/n): N
<RETURN>
Eject page after subtotals? (y/n): N
<RETURN>
Enter subtotal heading: <RETURN>
Col, Width, Contents
001, 20, First <RETURN>
Enter Heading: First Name
<RETURN>
002, 20, Last <RETURN>
Enter Heading: Last Name
<RETURN>
003, <RETURN>
```

Your report should now look like this:-

Page No 00001		
Names By Grade		
First Name	Last Name	
*Primary		
John	Smith	
Ian	Wilson	
*Grade One		
Tom	Brown	
Tom	Jones	
*Grade Two		
Bill	Bunter	
Fred	Flintstone	
Etc., etc.		

You must, of course, make sure that one field is NUMERIC, and index your database on that field as well as possibly the Last Name so that you will get a report in alphabetical order as well as by grade. Alternatively, you can have a field which you use as a sortcode, and index on this to "sc". I use this method, and my sortcode is three characters wide and NUMERIC. Then you would begin with:-

USE B: NAMES INDEX SC, LAST <RETURN>
REPORT <RETURN>

Example of a database file :-

Field Name, Type, Width, Decimal Places.

FIRST, C, 20

LAST, C, 30

GRADES, C, 20 (if you use this field, make it numeric)

SC, N, 3 (I suggested this type of field and it is NUMERIC)

If you opt for SC as your Numeric field, then you should enter this name at the prompt: "Enter Subtotals Field:" where we previously would have responded with "Grades".

SWEEP

My article on Sweep omitted one other use for the "R" option. You can use the Rename option to move a file or files from one User area to another without copying them. Here is what you do.

Position your cursor at the file you wish to move and select "R". When asked for the new name, etc., you enter only the User area, e.g. 4, and the file will be moved from its current user area into user area 4.

If you wish to move a group of files, once again you select "R" and respond with something like 4:*.txt, and all files with the tail of .txt will be moved to the desired user area (4). You can, of course, only move from one user area to another on the same drive as no copying takes place.

Now, when you view your original user area directory, you will see that the files involved have indeed disappeared, and now appear in the new user area (in this example, user area 4).

I noticed in Commodore World (Issue 2, June 1994), that dieHard's Mike Gordillo is urging Commodore 128 users to get into the great world of CP/M. I can only agree when he said it will open up "new frontiers". Enjoy CP/M, bye for now!

CN

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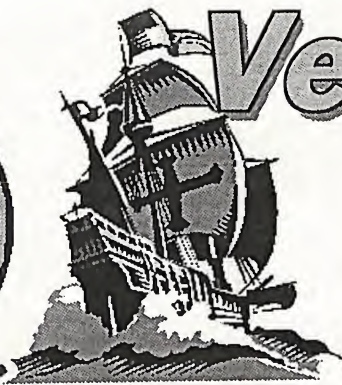
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Venturing Inn

Editors Note:

Unfortunately, due to certain circumstances, and through no fault of Heaths, Venturing Inn was not carried in the October issue of Commodore Network. This is the article that was supposed to appear in that issue.

Following on from September, we complete Andrew Gormly's walkthrough of the original Zork by presenting a series of hints. But before that, though, Andrew has the solution to Aaron Kernbach's problem in "Ultima V: Warriors of Destiny":

Sail to Moonglow on Magicians Isle, and from there sail directly south. you will come across an extremely large island with impenetrable mountains. Sail down along the coast on either side until you arrive at the southernmost tip on either side of a large bay. Sail into the bay, row to shore, and then travel north past the Guardians to reach the Codex of Ultimate Wisdom, which, by definition, shall solve all your problems!

Hopefully, this will be of help to Aaron.

ZORK I - THE HINTS

Please note the following:

- the numbers before each hint refer to the location on the map where these actions should be performed.

- although it may be tempting for you to complete the adventure with the following hints and the maps presented in September, it is strongly advised that you use both only when genuinely stuck. This way, you will gain maximum enjoyment from "Zork I".

Having said that, let the hints begin!

1. Climb Tree. Get Jewelled Egg.
2. Open window at the west side of the house. Enter window.
3. Get lamp, sword, and rope (in the attic). Move rug. Open trap door. Turn

on lamp. Go down.

4. Kill Troll. Forget the axe. Drop all but the lamp.

5. Get painting. Go up to kitchen (NB: only two objects can be carried this way). Put painting into trophy case. From now on, do this with all your treasures except the Jewelled Egg - you want the thief to take this).

6. With rope and lamp, tie rope to rail. Climb rope. Get torch. Turn off lamp (which must be conserved). Note that if the thief steals the torch before step 1, go directly to 19-21.

7. Get coffin. Pray at Altar. Now, the trap door will stay open. Either in the clearing or behind the house, open the coffin and get the sceptre.

8. Wave sceptre. Get pot of gold. Add gold, coffin, and sceptre to your trophy case.

9. Get wrench, screwdriver, and tube of gunk. Push yellow button to enable the console in the lobby.

10. Turn bolt with wrench. This opens the Sluice Gates. Drop wrench

11. Inflate boat with pump (NB: when you get the pump, leave the trunk and trident for now, but don't forget to pick them up later). Launch. Wait until you drift south to the buoy. Land. Open buoy. Get Emerald. Drop buoy.

12. Dig sand with shovel until you find the scarab. Drop shovel. Either walk over the rainbow or carry the boat back to the sandy beach. Launch. West, to the white Cliffs. Drop off the emerald and Scarab in the trophy case. Head back with the lamp, torch and matches. Drop off the screwdriver somewhere accessible for later use.

13. Type "Echo". Get platinum (NB: both the platinum and the coffin are heavy, so put them in the trophy case ASAP).

14. With Bell, Book, and Candle from the Altar area. Drop candles if already lit. Ring Bell. Hold candle (light candle

with matches - NOT torch or lamp! - if necessary). Read Book. Get Crystal Skull. Leave Bell, Book, Candle, and matches.

15. With lamp, torch, and screwdriver. Drop or Hold) garlic in Bat Room. Leave Jade figurine for later.

16. Put screwdriver and torch in basket. Light lamp (DON'T go into the Gas Room with the torch!). Run down and get coal. Add this to the basket. Lower basket.

17. Drop all. you can now go west from the Timber Room.

18. Open machine. Put coal in machine. Close machine. Turn switch with screwdriver. Get diamond. Put everything back in the basket except the screwdriver. Pick up the bracelet, Jade figurine, and the contents of the basket. Slide down to the cellar and put the treasures in the trophy case.

19. With lamp, sword, food, water, and key, get coins. Feed Cyclops the sandwich in the brown bag. give water to Cyclops (an alternative method is to say "ODYSSEUS").

20. Key can be used to unlock the grate from below.

21. Carrying lamp, sword, Jewelled Egg (if it hasn't already been stolen!), and all the treasures that you can, confront the thief in his storeroom. Load him with the treasures to slow him down, then Kill Thief.

22. With the Clockwork Canary (formally inside the Jewelled Egg, opened by the thief), climb tree, wind clockwork. Mother sing bird will promptly drop a brass bauble, the last of the treasures.

23. Return all the treasures to the trophy case. when all fifteen are inside, an ancient parchment will appear. with it, a secret path can be found, and you are on your way to "Zork II".

Simple, isn't it! It should be remembered that this is not a particularly elaborate or extensive

solution. there are numerous things that Andrew has left unsaid, which is intentional, so as you can make your own decisions. If you have any major problems with the game, either contact Andrew at:

P.O.Box 123
Walkerville S.A. 5081

or write to me at the usual address. Whoever you contact, a stamped, self-addressed envelope for your reply is appreciated.

THE OVERSEAS ADVENTURE SCENE

In the dim, distant past (actually January this year), I mentioned the interest expressed in the overseas adventure scene and the writing of adventure games. there is a plethora of information available on both subjects, which has got me thinking. Would it be easier if all of this information was available as a whole, rather than in dribs and drabs? In other words, presented on a disk or in Venturing Inn over a period of, say, twelve months? To me, the former option is preferable. It basically means we can cover much more in "Venturing Inn", and won't be dedicating ourselves to one topic. Furthermore, the disk could be distributed cheaply and, if you've seen a few of the disk magazines floating around the demo scene (a selection is available from Alternative Software), you might begin to envisage what is possible. If you have any thoughts on the best method of distributing the information, please let me know.

But for now, it is time for me to go. I hope you've found something of interest amongst this month's column. I should thank Andrew Gormly for his assistance over the past two articles - he's made my life a little easier, and as I always say at this particular stage, adventure or role playing questions, hints and tips, or, in fact, just about ANYTHING related that you'd like to contribute may be sent to:

RMB 221
SUNRAYSIA HWY.
STUART MILL
VIC. 3478

See you again next month.



PDPower

This month, we carry an article from Cee-64 Alive! concerning one of the newer pieces of P.D. coming out of the States.

EZ Loader - Menus the Easy Way Program by David Schmoll Article by Gaele R. Moranec

Once in awhile a great program comes along that really makes things easier. EZ Loader is one such program. Like many of the best programs, David Schmoll wrote EZ Loader for his own use, and after much tweaking, has released it as shareware so the rest of us can benefit from it. Remember, shareware means that if you use the program and benefit from it, you are obligated to send the programmer the amount he or she has asked for in their documentation. David asks only \$10.00, but the program, in my opinion, is worth much more!

WHAT IS EZ LOADER?

Just what is EZ Loader? As the name suggests, it's a menu program which runs 64, or 128 mode (either 40 or 80 column), it's features allow it to be used with any disk drive, and any of Creative Micro Designs storage devices such as RAMLinks, FD drives, or hard drives. For 128 owners, it will automatically switch to 64 mode and still load your program. EZ Loader benefits both the ultra computer set ups and the bare bones computer set up, as it takes the typing of program names out of the picture so you have but to hit the return key to load a favorite program.

EZ LOADER WITH A BASIC C64/128 SYSTEM

First, I'll tell you how I used EZ Loader with my very basic computer set up, then I'll describe how I use it with my CMD equipped computer so you can get an idea of the versatility of this menu program. My basic computer system consists of a flat C=128 (the kind without built in disk drive), a 1541 drive and a 1581 drive. I've found there are certain programs that I

run with this set up often enough that I put them on one or two disks. These are a printer program, Big Blue Reader, the CEE-64 Alive! Recipe Program, a baseball statistics database, and a utility program. Most of these are on separate disks, and most of them I prefer to have stay on separate disks. How can a menu program help when you have more than one disk? Since the utility program and printer programs are the ones most often used, I put these together on a disk, and copied the EZ Loader files to this disk. I used a directory editor and placed "MENU.BAS" as the first file on the disk, so I could easily fast load the menu from 64 mode. I tested the "MENU.BOOT.MAKER" program that comes with EZ Loader which causes the menu to boot automatically when the computer is turned on in 128 mode. This was an easy task, as the only question the program asks is which drive number to use, it does all the rest of the work.

When the menu first comes up it asks for the time unless you happen to have a CMD device with an RTC (Real Time Clock) or a smartwatch type device connected to the computer. The default for this is "no" so you don't have to set the time unless you want to - but there maybe a reason you would want to do this... keep reading!

Once the program loads, you see a screen with a couple of arrows and two large columns with nothing in it. Press the cursor keys and the arrows move around the two columns. Press the letter "e" for "edit" and you can now enter a name for the menu. The name you use in the menu doesn't have to be the same as the program name it runs, which is nice. It asks a series of questions, then asks if you want to save the menu. Since saving the menu can take some time (especially after adding many entries, I usually answer no to this until I've entered a few more entries. You will want to answer yes before you load any programs this way, as if you don't, you will lose all of the entries you added. The default for this question is "yes" for good reason.

To make life easier for others who also use this computer, I listed the programs which were on the same disk as the menu in one column, and in the other

column, listed often used programs that are on other disks. Knowing how easy it is to forget that these files are on another disk, when prompted for "Hardware Warning Needed?" I answer yes, so there would be an opportunity to change the disk in the drive before EZ Loader would begin to load the program. I didn't think this was enough warning to change disks, knowing how forgetful I can be at times, so I added a note to myself and anyone else using the menu, by using the menu entries, but instead of typing in program names, I typed: "These programs are on other disks...". Feeling like adding a bit of flair, I added a top and bottom border to really set off the fact that these were comments, and so it would be read. I put this above the list of programs that required a disk change. For each menu line, I just hit return instead of answering the questions that EZ Loader asks when you add a menu entry - except for one - that one being "Password Protection Needed?". I answered yes to this, so no one would try to load the menu comments as if they were a program.

I used up a total of 5 entries for this and I feel that there's ample warning to put the appropriate disk in the drive before selecting any programs from this list.

I've become quite accustomed to using JiffyDOS commands to load programs, and because this computer set up doesn't have JiffyDOS, I've always put off using this computer because I don't enjoy typing the regular load "filename", 8 commands. With the addition of EZ Loader on a disk I can easily fastload, I'm all set. EZ Loader does the typing for me. In addition, if I had a program on my 1541 drive (#9), the menu program will happily load it, too, without my having to do anything more than selecting 9 as the device number when prompted while editing the program's menu entry.

FRUSTRATED KIDS!

Remember I mentioned you may want to set the time when EZ Loader is first started? There are two reasons you may wish to set the time.

The first is because this program has a built in feature to blank the screen if you haven't pressed a key in a few minutes, but it doesn't actually totally blank the screen - the time and the programmers name appears on a line which moves from time to time on the monitor so it won't burn into the screen. If you set the time, and it goes to this screen saving mode, you'll have a handy clock on your computer screen. But that's a secondary benefit compared to what this program is

capable of doing. One of the "gee whiz" features of EZ Loader is the ability to load a program *when* you want it to be loaded. That's right. When you edit a menu entry, it asks "Clock Activation?" if you answer with yes, you are further prompted for the time you wish the program to be loaded for you. Assuming you put the appropriate program in the disk drive, the program will automatically be started at the time you specified.

Want to really get your kids frustrated? Set up EZ Loader to load a word processor right around the time they'd be coming in from school ready to play a game on the computer...! The clock activation has some other very practical uses. Schmoll uses it in combination with his term program which automatically dials his favorite bulletin board and downloads his mail for him while he's sleeping. The script for the term program resets his computer, loading the menu program again, and a few minutes later, his mail is dissolved and the mail reader program is started. Talk about automation!

Since I mentioned kids and games, I should mention that the password feature is also very useful for allowing kids to load and run only the programs you specify.

EZ LOADER WITH CMD EQUIPED SYSTEMS

My other computer, as I mentioned earlier, has two different CMD devices connected to it, my RAMLink, and an FD4000 disk drive. Both devices as well as CMD's hard drives function pretty much the same, as far as disk access is concerned. These devices use partitions and paths similar to MS-DOS, as well as emulate Commodore disk drive types. When editing or adding programs to the EZ Loader menu, one of the questions asked is if the drive is a CMD device. If answered with "yes," more questions are asked, concerning which partition and path the program can be found in. Another feature of CMD devices is the ability to swap drive #9 and #8, which EZ Loader also asks about.

Now with some arrangements, such as a hard drive, you can quickly run out of room to list programs to have EZ Loader execute for you. No problem. EZ Loader can expand to up to 9 "pages" - each allowing 40 menu items, for a total of 360 programs or a mix of programs and "comment" entries, such as I mentioned above. There is a price for this, however. With each additional page, the menu that is saved takes up more disk space. I don't think I use 360

different programs on a regular basis, but I have put EZ Loader to a very practical use.

THE POWER OF EZ LOADER!

I'm going to talk a little "technical" for just a few sentences, but please stay with me... I recently purchased some ED (Enhanced Density) disks for my FD4000 disk drive, and began a project of putting all the back issues of CEE-64 Alive! disks in what are called emulation partitions, in my case, I used ones which emulate 1541 disk drives. I can fit 18 of these partitions on one ED disk, so counting the front and back sides of each disk, I can fit 9 complete 1541 disks on a single ED disk.

This is nice, but you try to find Volume 3 Issue 2 of CEE-64 Alive! when you have 18 partitions that it could be hiding in! EZ Loader to the rescue for sure. The disk had just enough left over room for one very small 256 block "native mode" partition. This is where I put EZ Loader and developed a menu that makes finding Volume 3 Issue 2 very easy. I set the menu up with password protected comments, so I would know what was what, and set it up so that I can boot the magazine issue itself, or simply load in the various programs that are in the issues.

Because of the way I arranged the menu, (each issue is on the menu as a comment entry, then the boot entry, with the individual programs listed underneath it), it's easy for me to see at a glance what programs are on the various issues. I can tell, for instance, that we ran "TYPE PRACTICE" in Volume 2, Issue 3 without having to list the directory of the disk, and if I wanted to run the program, I could do so right from the menu.

A JUST REWARD

As I said in the beginning, EZ Loader really makes loading and running programs easy. It doesn't matter whether you have a fancy flat out drag a Chevrolet computer system, or a simple computer system. In fact, I find EZ Loader makes my most basic computer set up MUCH easier

to use. David Schmoll asks only \$10.00, but if you find this program as useful and handy as I do, send him more than what he's asking for.

No shareware author will ever complain if they receive more than they've requested.



Superbase Snippets

LIBRARY CATALOGUING

This is frequently a legitimate use to which databases are put, but before you begin, take time to read the following, so that, in the long run, you are not frustrated with despair as a senior Commonwealth Public Service executive was, not so long ago. He probably would not want to admit these days that he once owned a C128, and was actually trying to understand "Superbase".

One day during business hours, he telephoned me long distance to complain that all Superbase would do for him was print the first record of each type in his database, file, and to ask if I would come and find out what his problem was. Well, I was delighted to be able to help, expecting a corrupted disk, or whatever! So I arranged to travel to the capital city one Thursday night, intending to fix the problem, do a bit of shopping the next day, and then return home.

Well, the problem was immediately evident. He had set up his file correctly. Well done, I thought! He had included in one file his videos, tapes (audio), disks, etc., and had put these in the key field. So, when he asked the computer to find anything, all he got was the first record of each type, since each had the same key.

I explained that it was desirable to have unique key fields so that any two records were never the same, and, if possible, to have the key field structured so that it assisted in the sorting of records.

That explained, what do we do with his 1000 records? Well, I added two fields to the bottom of the record and named them k1 and k2. Field k1 was to equal the type (Video, Tape, etc.), while k2 was to be assigned a four digit number. Using the BATCH command, the computer filled these two fields with their correct data, and, using the BATCH command once more, I created a whole new set of the 1000 records, this time with the new key and

the two new field additions. Now, all I had to do was run the DELETE program and remove the first 1000 records, leaving the remainder, with the new additions, as the datafile and thus solving the problem.

To do all this manually would have taken months, but by automation, the whole thing was fixed while he was making a cup of coffee.

The thing about this story is to remember that IF you do have a problem, DO ask somebody who can help, rather than throwing your hands up in despair or going blue with frustration and putting computers, and in particular, databases, in the TOO HARD BASKET. My experience is such that these days I am able to fix most problems with a simple 'phone call (after 7pm or before 7am, or anytime Sunday to take advantage of the cheaper rates), or you can always write enclosing an S.A.E. for a reply.

DATABASES

Many people, when considering a database, are really in search of something better than what they have had in the past. They are usually looking for an economy of time/cost/method that enhances enjoyment, lifestyle, and efficiency, and not requiring a plentiful abundance of cold hard cash.

While a few databases will do much of that in the hands of a much practised and efficient operator, most will not. In fact, they cannot. Efficiency stems from an understanding of what is to be done, and how it is to be achieved. It very often starts with a problem which ends with a solution. Computer databases are a branch of science which takes a lot of determination to see one through to a successful conclusion.

START WITH A PROBLEM - END WITH A SOLUTION

All databases are based on an order of

doing things. An arrangement of the individual parts that enable understanding and efficient organisation. Let's apply this to a specific problem. The problem is: "Lots of disks, files, and subjects" - how should one organise them to achieve greater efficiency?

One must ask the following question:

1) In using the material, WHAT will be LOOKED FOR?

Answer: SUBJECT, TITLE, RECORD, FIELD, not necessarily in that order. There may be other criteria to be considered also.

A good database has the FIELDS that are needed. These are listed into unique RECORDS, or groups of records, called FILES. A number of files on a disk together with programs constitutes a database (or "library").

Before we can successfully organise our database, we must correctly arrange not only the FIELDS in each record, but each RECORD in each file, and each FILE and PROGRAM in each DATABASE. To do this, we must do the same with the MATERIAL itself. To start somewhere, let's arrange the disks.

USING A PRACTICAL EXAMPLE

Carrying on with the above premise, an efficient system contains: FILES, DISK, BOXES of DISKS (10), CARTONS of BOXES (5 or 10), CRATES of CARTONS (a crate may contain 6 or 10 cartons - multiples of ten are easier to handle, though ten ten cartons may be too heavy for some people to carry).

A DISK will hold up to three hundred files (more if compressed). A box of disks holds ten disks, and therefore each box of disks could hold up to 2,700 files on nine disks, plus one CATALOGUE DISK. Assuming that not all disks are full, we would need a catalogue program that could handle at least 2,400 files at a time.

The two programs that come to mind are: SUPERBASE128 and 12DISKCAT. this latter is in the Public Domain and freely available. The Editor may be aware of others that could be tried.

Before using a catalogue program, we need to use a good DIRECTORY program to sort the files on each disk, either alphabetically, or into groups. I would recommend "Directory Design" for the 5.25" disk in 64 mode or "1581 Alphabetiser" for the 3.5" drives in 128 mode. By sorting the files first, we can

facilitate an easy FIND later.

We would catalogue each of the nine disks in each box on the CATALOGUE disk (of course, the catalogue disk itself is not catalogued). Each file on each disk should now be given a unique four digit number. I use the "tiny directory" program from the Public Domain to get a directory print-out, and put this on the corresponding disk jacket. There are many other programs that will perform this duty, so use the one of your choice.

Now, in addition to our catalogue disk in each box of ten disks (one catalogue disk, nine "other" disks), we would also use the same program to catalogue all our BOXES and THEIR NUMBERS and SUBJECTS. To do this, we must label each crate with a letter LABEL. For example, BOX #1 of CRATE "A" would be labelled "A1". BOX #2 would be labelled "A2", and so on. Although there would be six to ten "cartons" of boxes in the crate, the cartons would be numbered only with the numbers of the BOXES contained therein. E.g. Carton ONE would be labelled with "BOXES 1 - 5" (or 10 as the case may be). There is no need to number the cartons themselves.

SORT MATERIAL BEFORE CATALOGUING

A further refinement in sorting is to put similar disks in ONE box, so that BOX #1 could be devoted to ONE subject. This could be written on the outside of the box to enable easy visual identification. Similarly, boxes could be grouped in cartons, and even crates, with each carton, crate, or box appropriately labelled. There are many programs that will help you do that, and maybe the Editor can list a few here.

An advantage in using SUPERBASE128 for your INDEX disk is that you are able to use not only ALL the OPTIONS and PROGRAMS of Superbase, but you are also able to tailor it to your specific requirements, whatever they may be. For instance, one could use STRUCTURED KEY FIELDS to eliminate the need to SORT the files. Furthermore, if a specific program has not yet been written to accomplish what YOU have in mind, YOU may be the catalyst that brings that possibility to fruition with your own program or good idea.

PORTABILITY, SECURITY, EASE OF ACCESS

All these factors are important facets of your computer library. After years of experience, I now use cut-down two litre "savings" brand fruit drink containers from G.J. Coles stores to serve as cartons, and one "And Pak" foam "broccoli" container which comes equipped with its own sealed lid for my crate. The latter's dimensions are: 30cm wide by 32cm high by 57cm long (for all you die-hards, approximately 12" X 13" X 23"). It holds ten cartons of 3.5" disk boxes, each holding in turn some 50 disks. That makes a total of 500 3.5" disks. If you use 5.25" disks, the crate will hold around 25% of that.

The cartons are shelved by turning the crate flat on its side and inserted with their label showing outward, but for transporting them, they are carried upright, protected by a tight-fitting capping lid which can be sealed. Most greengrocers are glad to be rid of them. The white ends of the crates are easily labelled with different coloured texta pens.

TAKING IT A STEP FURTHER

This system also works with multimedia, with technical books (or books of any sort, for that matter), films, slides, videos, etc. Each article with its own four digit number prefixed with the initial letter for each type. books would attract a "B" prefix, while videos would be prefixed "V", etc. This prefix need only appear on the crates outside label.

SOLUTION

A test of any system of storage/retrieval is the time it takes to locate the target item. This would be done in our case with visual wall charts that would eliminate the need to even switch the computer ON, while directing the enquirer immediately to the right box. Alternatively, you may prefer your initial data presented in a folder or on a "main index" disk.

By organising our physical component parts in this way, we are laying good foundations for later development of a useful computer database.

The system outlined above has stood the test of time in schools, user groups, and businesses across Australia and the world by me. I trust it will be of some help to you, making your computing more efficient, effective, and productive. Those that are interested in the programming side of things may request, via the mail, a disk with many useful and helpful original programs with available source code for a mere \$3 to cover expenses (\$5 for non-

subscribers).

SUPERSCRIPT - MUCH MORE THAN JUST WORDPROCESSING

A computer is only as good as the work it is programmed to do. If you can't get it to do anything, then it remains a useless tool in the corner of the study/office. Some computers can become very expensive useless tools, but not so the Commodore 64/128. For one thing, this computer was intended to be the first computer on which one was to learn. While the instruction manual is adequate for the beginner, though not for the novice, the owner of the C64/128 is able to learn about his/her computer at their own pace and according to their needs and wants. And the literature assists them in doing this. Better still, with C.N.'s HELP LINE, and the resultant focus of experts on what you are doing, there doesn't seem anything too difficult to learn.

Many people do not progress further than being able to write a letter, and, having mastered that effort, soon forget the other skills that they have acquired. Such people need further challenges to whet their appetite, to keep them interested.

FORMS AND INVOICES

Ever tried making forms and invoices in Superscript? A well thought out form can save a lot of mental anguish later on. It can jog one's memory and force you to think of things that otherwise would most certainly be overlooked.

HOT KEYS

BUILDING UP FORMS

In Superscript 64/128, forms and invoices can be built up piece by piece or loaded using "HOT" keys. A "hot-key" is a KEY on the keyboard that, when pressed in conjunction with the ESC or RUN/STOP key will perform a pre-arranged function.

HEADING

My first hot-key is h = heading, etc.

For example:
Our ref:"fn-date"
Date:01nov94

By pressing ESC-h, the heading, page, filename, and date are displayed on the page ready for printing.

My next hot-key is a = address

In this case, my address is printed to screen like so:

S.B. ENTHUSIAST
Box 54 P.O.
LANDSBOROUGH Q.4550
Australia
015 136 286

Once this appears on-screen, I either proceed to write the letter or to load the invoice or other form.

HOT-KEY STEPS

In making a hot-key, there are three steps. firstly, the "hot-letter" must be added to the defaults file, and this has to be put into memory with the command sequence F-1, p, v, and the defaults file must then be replaced with the command sequence F-1, d, r

GETTING YOUR COMPUTER TO DO THE WORK

The best computers are those that do the work, leaving the operator plenty of time to do other things. Your C64/128 is such a machine if you have a good UPDATE program. In launching his new UPDATE program, S.B. ENTHUSIAST invites others to try it and see for themselves what it is capable of doing. Those who have earlier versions are invited to write in for their FREE upgrade. Nothing ventured, nothing gained, they say.

The first thing to observe about the program is the fact that it either FINDS a SPECIAL-LIST for you, or allows you to type in as many KEY FIELDS as you like yourself, and giving you the option of saving your LIST to disk.

Once you have found and named your LIST of records, YOU are then invited to LIST your COMMANDS, or once again, type in your own COMMANDS one after another. Each record selected from the whole file, or from the KEY-LIST, is updated field by field, record by record, including the update flag field, until the end is reached. You are then asked if you would like to RERUN the program on another disk/file.

With this program, it is possible to update thousands of records, or just a few at a time, with as many as twenty different commands. This is all done AUTOMATICALLY while YOU go and do something else. You can confidently leave the UPDATE to the machine, knowing that THINGS WILL BE DONE exactly as YOU commanded.

One does not need to stress further the potential of this program to save YOU time, effort, and money using a C64/128.

The running requirements for this program are the possession of a copy of Superbase, and, if possible, Superscript (preferably integrated on the C128 for maximum versatility).

The above program, on an example "contacts" disk, will cost \$7 for C.N. subscribers, and \$10 for non-subscribers. On-line HELP is freely available. If interested, please write to the following address:

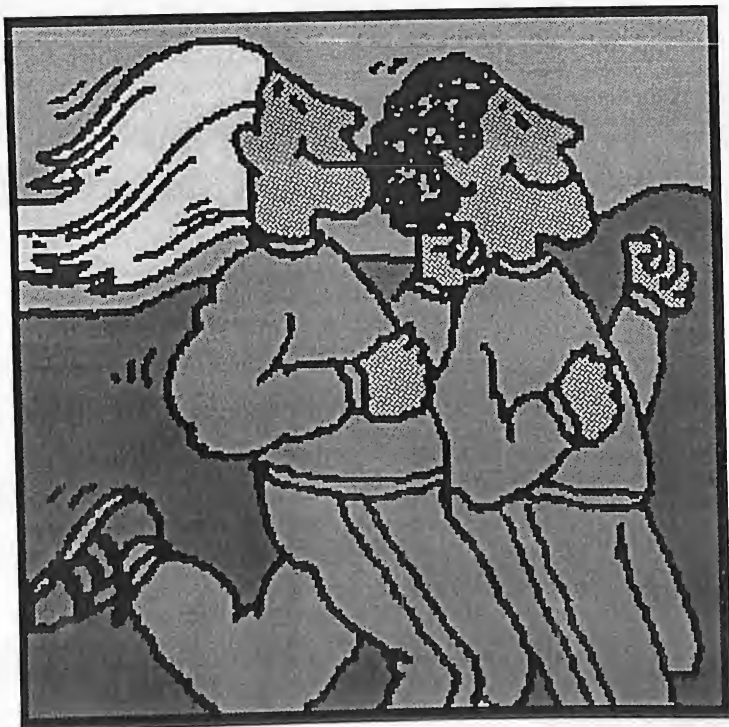
Box 54 P.O.
Landsborough, Q. 4550

KEEPING SUPERBASE/SUPERSCRIPT ALIVE!

Superbase is a marvellous and easy to learn language. Many thousands of useful routines have been written using it, but, like all of us, if we don't use it we lose it! And that is what's been happening over the years. People have moved on to other platforms, or passed-on, taking their secrets, their programs, with them.

In order to save what we are able, SB-ENTHUSIAST appeals to anyone interested who knows of ANYONE who once had an interest in SUPERBASE. We want to contact as many as we can, so that we can compile as much information and as many routines from the past as possible. If you think you can help, please contact us. It doesn't matter whether you have only a minor point to pass on, or something earth-shattering - it is all valuable.

CN



Just popping
out to renew
our
subscription
to
Commodore
Network

Discovering Disk-Coverer

Once more, it's disk-Coverer time, and Issue #10 has, as usual, some interesting stuff for you. But, before I go on, a bit about our quarterly disk set for our new readers. Disk-Coverer is issued every third month as a set of FIVE double-sided disks, with each of the five being devoted to a particular category. Each and every subscriber receives ONE of these as part of their subscription FREE according to what we perceive as their interests. The others in the set are available, either by extended subscription (costing \$1 extra per additional disk, per three-month period of your sub), or by ordering individually, at a cost of \$2.50 per disk.

Disk-Coverers five disks fall into the following categories: Applications, C-128, Entertainment, GEOS, and Utilities. A sixth category, titled "magazine" will make up the flip side of ALL disks, regardless of the associated category. "Magazine" carries most of the type-ins and other relevant material presented in Commodore Network over the past three months, and is there to act as a support to articles published.

Now, we are still on the look out for ANY material suitable for use in any category on Disk-Coverer, so if you have written a program, created a graphic, or anything else you feel may be suitable, we'd like to hear from you. Even if the work is not original, but you feel it will be of interest to others, don't take it for granted that we know of its existence. Send it in for evaluation by our Disk-Coverer editors.

APPLICATIONS #10

compiled by Doreen Horne

STATIONARY STORE

This program could be described as a stationary STATIONERY store in that it is permanently available to provide several useful items of stationery.

There are several modules, some written by the collector who is not named and others from other sources, for creating with printer lined paper of various descriptions, graph paper, a month-by-month calendar and one for a complete year. This latter fits neatly

onto an A4 sheet. Also provided is a grocery list, a program with which a form can be customized in columns with headings and line numbers and an envelope maker, in two sizes, with cut-out lines and provision for both name and address of addressee and sender.

Most of the modules are intended for use on a Commodore 1525 compatible printer but there are also a few for a STAR SL-10C. As all is written in BASIC, conversions for other types of printers should be possible.

To ensure success when initially trying the program, the printer should be turned off between modules.

VCR INDEX

Written by Art Paradis who has provided instructions within the program for its use. It is pleasingly presented with a specially designed character set and the author supposes that it can catalogue 500 VCR titles, sort them into alphabetical order and save all to disk for permanent record, with the ability to organize a printer dump whenever required.

KEVLAB V2.1

With its documentation file KEVLAB.DOC and sample label DEMO.LAB.

The program is a very useful piece of Australian shareware written by Kevin Tankard. Apart from the fact that one ends up with nicely designed labels, it is pleasing to use a program which explains itself each step along the way.

TAROT

The Tarot is an ancient method of fortune telling and this presentation brings it into the present with computer generated cards.

The choice of colors, whilst suitable for the subject, makes the opening screens a bit difficult to read - most monitors will probably need some adjustment to cope.

BANK MANAGER

From Bernard Habet. An efficient program for keeping track of entries in a bank account. There is a DOC file to explain a few details.

CREDIT CARD

Another program to keep track of your finances - this time you can record the ins and outs to your credit cards. A program from Paul Vines

MUSIC SUITE 2

Programmed by Greg Perry. To use this program effectively one needs to acquire from COMMODORE NETWORK his book entitled GRAPHICS & SOUND ON THE COMMODORE 64. It is informative on much more than just music and there is an accompanying disk to save one the bother and syntax errors of typing the many example programs provided.

On this DISK COVERER the files ADVANCE A.F. and GOOD FELLOW can be loaded by the MUSIC SUITE 2 program. There is also a DOC file to get you started when using the program. The other files - SURF, TRAIN, BATTLE, FIRST SONG, HAYDEN's SONG & TOREADOR are extracts from the disk which accompanies Greg Perry's book and are not related to the MUSIC SUITE 2 program. They are included here for your enjoyment.

MAKE A FACE

A bit of fun.

C-128 #10

compiled by Warren Naismith

MACVIEW128/MACTOB8.0

Two programs to allow the user to handle files created on an Apple Mac. Both are accessed via a simple menu presented when you run "Menu: run first". Macview requires 64k VDC and an 80 column monitor. Mactob8.0 DOES NOT require the extra VDC memory to perform the translation, BUT you will require BASIC 8.0 AND the extra VDC memory in order to view the resultant file. Mac graphic included on disk to play around with, and comes with comprehensive documentation.

ASTRO WRITER 3.1

An extremely simple-to-use on-disk menu making program. Allows for the creation of a "main" or "root" menu and subsequent submenus. Ideal for those disks containing several programs of differing categories. Documentation supplied on-disk, along with an example. One thing, though. The menu produced, and as a result, the sample menu supplied, will only run in 80 column mode.

128/FILE EDIT 1.4

Text file editor. Comes with full documentation.

Mah-Jongg

The traditional Chinese version. Input

via joystick or 1351 mouse. Excellent version of this popular tile game.

DISK REPORTER

This program provides all the standard directory information along with the starting track and sector of a file, a files load and end address, its length in bytes, the sectors used by any individual file, and the BAM (Block Availability Map). A printer dump of output is available. Designed for use with a 1571 and an 80 column monitor.

RAMM

Utility which adds several commands to the 128 to aid programming. Instant on-line help screens and an extended 80 column display make this one worth looking at. Full documentation provided.

ENTERTAINMENT #10

compiled by Doreen Horne

CONVENTION BLUES

An adventure game from Dorothy Millard, reviewed by Heath Kirby Miller in VENTURING INN - Commodore Network June 94. There are three files involved and LOADER should be booted in the first instance for information about the object of the game.

GOLDEN BATON

You have the option to play this adventure game using either text and graphics or text only. The latter option provides more information as you progress. Type SAVE at any time to save your position in the game for later continuation.

The opening screen welcomes you to a mysterious adventure and one supposes that that the object is to find the Golden Baton. A solution file will be furnished on the February DISK COVERER just in case you are still looking.

SPIKE

By Eric Brandon. Collect as many blue squares as you can whilst travelling around the grid but beware those yellow spikes.

LUCK MACHINE

A one armed bandit from RAMBO Inc. Good graphics

CREEPS

A shoot-em-up from Jeff Bean. Space Invaders with a difference!

GROD THE PIXIE

The adventures of a demented pixie from Brian Hughes. There is an INFO file which describes the game as fast and furious, with sudden changes of scene. Must admit I didn't survive long enough to find out more about them but it looks like fun.

The score and lives are shown in the

bottom border of the screen so you may need to adjust the vertical hold of your monitor to keep a check on your progress.

MAZE ESCAPE

This starts with detailed instruction and information screens, and it all relates to a game called CRYSTALLUS programmed by Bob Blackner.

TWIN KINGDOM VALLEY

(Disk Coverer May 1994)

The game save ability of the above program is not satisfactory, as one is unable to resave the game to the disk from which the previous save position was loaded - a FILE EXISTS problem and the drive gets all upset.

Codewise, there is no reliable space in memory to expand the existing code to cope with save/replace routines, therefore if your drive LED light flashes insert some other disk with spare space, and not previously used with the program, and type *SAVE once again.

GEOS #10

compiled by Peter Hunt

GeoView

By Steven Bassler

View, scroll & print GeoPaint pictures.

GeOz DJ2

By Gordon Turrall of NSW, Australia
geoPaint format disk jacket design.

Parliament House

By Ted Woodwell of Canberra, Australia

Our nations political heart in a geoPaint graphic.

Disney

By Peter McGuinn of New Zealand
geoPaint graphics for Disney fans everywhere!

M113 Tank

By Bodo Schwarz of NSW, Australia
geoPaint for militaria enthusiasts.

Oz Dollar

Gordon Turrall of NSW, Australia
Graphics good enough to spend!

Dinosaur

Michael Campbell-Burns of Victoria, Australia

And you thought Warren was a bit of a fossil (you were right!). geoPaint.

Chromophobe

By Joe Buckley

A very usefull aid to GeoPaint Users. Alters/replaces colours within a geoPaint file via a "forced global" change or a search and replace. Also

allows for the inverting of graphic image data (i.e. causing in effect, a "negative" image to be produced).

Get ID & New ID

By Robert Knop

These programs allow the user to overcome GEOS's dislike of running an application that has been installed on a differance system, hence having it's own unique ID number.

WriteHelp

Gives you GeoWrite short cuts & usefull hints.

GPGM Help

Gives you GeoProgrammer hints.

Refill 80

Changes the paint fill patterns 30 & 31 to new patterns.

Spell Help

Helps & hints to GeoSpell users.

M128 & M64

Mouse drivers, fixes the right shift key bug.

M128DBL & M64DBL

Mouse Drivers, allow double clicking on the right mouse button, & also fixes the right shift key bug.

AutoMagicMak

By Rick Coleman

This is an application program which will create an Auto-Exec file to run any Desk Accessory specified.

MahJong

By Irv Cobb

The classic Chinese Tile game in GEOS format.

Hope you enjoy this CN Geos Disk

UTILITIES #10

compiled by Doreen Horne

ULTIMATE FONT EDITOR

From RAMY AND MANIAX. A useful tool for designing new character sets for use in one's own programs. With it one may also design screens (for the default area \$0400/0800 usually) using the newly created character sets.

This seemed a tedious business until I found I could write text with SPEEDSCRIPT 3.2 (one needs the screen codes which SPEEDSCRIPT's text files provide) being careful NOT TO USE THE RETURN KEY. Saved this text to disk with the prefix 'S.' and the FONT EDITOR loaded it successfully and reproduced all the characters concerned in the newly designed character set.

Have included two files on this disk which illustrate what can be done. In the LOAD/SAVE section of the

ULTIMATE FONT EDITOR use F1 to load SET 1 and CBM+L to load MESSAGE then have a look at the EDIT SCREEN.

Full instructions for operations can be accessed within the program but they have also been included as a separate DOC file on this disk for convenience.

CHARS COLLECTION

The Derby Crackers present THE CHARACTER SET COLLECTION Vol.1.

The program makes it possible to save as files for use within one's own programs, character sets from 18 different games. Full on screen instructions when the program has loaded.

AUTOBOOT MAKER

By NM156 (also apparently known as N.Higgins). Make autoboots for those of your programs which do not already have them. There are two options provided. The first creates a boot for BASIC programs and those in machine code which start in BASIC with one line and a SYS. The second option provides an autoboot for machine code files which are located elsewhere.

A nice feature of this autoboot is that a message can be shown on screen whilst the main program loads. Please also see the DOC file on the disk for more information.

MENU MAKER

A simple but effective menu maker for disks containing several different files (up to 34 will be displayed). One is able to select boot files only thus eliminating any which are of a subsidiary nature. It autoruns BASIC files and those with the first line in BASIC followed by a SYS. Machine code files located elsewhere will load correctly but need to be SYSed after a RUNSTOP/RESTORE to RUN unless one first creates autoboots for them using the AUTOBOOT MAKER.

ENIGMA

The Code Machine from SAVISOFT. If loading from keyboard or directory use ',8,1' and this automatically loads the second file ENIGMA.MAIN.

An interesting and professionally presented program notwithstanding many careless spelling errors in the instruction screens.

The program enables the user to encypher and decypher files and it does work very effectively but please do not use original files until you understand exactly what is accomplished. A DOC file is included to mention a few oddities which occurred when it was checked out.

ADVENTURE WRITER

This file and its companion ADVENTURE PLAYER comprise THE ADVENTURE WORKSHOP. The two programs have been designed to work together to produce playable text adventures and very detailed instructions for their use are contained in the file AWS.DOCS.

Disk Coverer will be delighted to include your masterpieces created with this software on future ENTERTAINMENT disks!

DISK EDITOR

A simple but effective track and sector editor. Please read the DOC file before using the program.

64X8 LOGO EDITOR

From the Sound and Vision Crew of the Netherlands.

The program provides information screens, menus and sub-menus which should all be consulted before tackling the editing screen.

The result can be a stand alone file which provides a swinging logo.

MEGA CRUNCHER

Cruncher 64 from Megabyte Incorporated. An effective cruncher for programs starting at \$0801 (BASIC programs and programs starting with one line of BASIC and a SYS).

SUPERBASIC 64

MC SOFT and Martin Kees. This is a BASIC extension which enhances some existing BASIC commands and adds 37 additional commands to standard CBM BASIC.

MAGAZINE

compiled by Warren Naismith

This is found on the FLIP side of ALL disks, no matter the category.

FAST-8 DEMO

A simple simulation of the difference in operating speeds between a C-64 equipped with the FAST-8 speed enhancement/REU and a standard 64

FLI

More experiments in FLI by Doreen Horne. All graphics are compacted, and will need to be uncompactd onto a blank disk using "CM.DECOMPACTOR" as supplied. Just copy the graphics across to the desired disk and dissolve them by following the prompts.

SCROLL

Routine from the September installment of Bits & Pieces.

WIDE/SCREEN

Routine from the September installment of Bits & Pieces

FLASH/PRINT

Routine from the September installment of Bits & Pieces

BSAVE

Routine from the September installment of Bits & Pieces

STARS

Routine from the September installment of Bits & Pieces

NOV/B&P

Demo showing just what you can do with some of the routines from Commodore Network. Comes with document file.

DECOMPER

A decompaction program for use with files compacted with The Compression Kit.

NEW TITLE/ID.64

by Gordon Wormald

A 128 version appears on the C-128 Disk-Coverer.

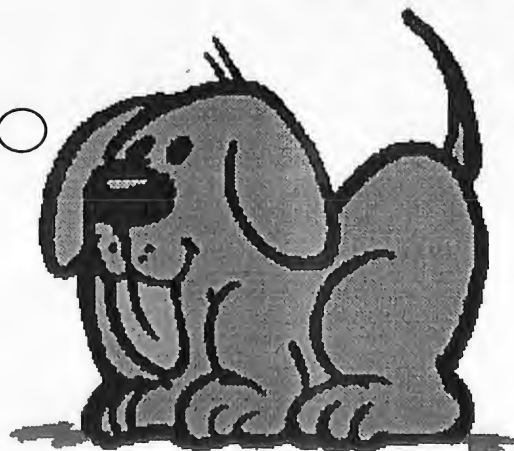
EZ LOADER. SFX

by David Schmoll

As reviewed in this month's P.D.Power column. A powerful disk menuing utility for use on both the C64 and 128. Shareware..

CN

I don't "FETCH"
just any old
rag....
I fetch
Commodore
Network
ONLY!!!



Commodore Network Merchandising

9 Wadeson St, Cobram, Vic 3644

DISK UTILITIES

THE 1581 MASTERS COLLECTION

A collection of 1581 utilities and files, supplied on a 1581 disk. Ideal for owners of this drive or the new CMD FD series drives looking for utilities to help them get the most out of their equipment.

\$5 to subscribers \$7.50 non-subscribers

THE 1571 MASTERS COLLECTION

As above, but for use with the 1571 drives. Includes programs to help you utilise your drive's ability to handle MS-DOS disks.

\$5 to subscribers \$7.50 non-subscribers

GEOS

SAMMANTHA'S GRAPHICS GOES GEOS

Yes, the popular Sammantha's Graphics in GEOS format, a must for those wishing to add a touch of Australian to their GEOS documents.

\$5

GEOS BORDERS

by Norman B Gough

A selection of borders for use with GEOS. Two double sided disks for an unbelievable price of just \$7.50 the set.

CN GEOPAK #1

A selection of GEOS items fresh from Q-Link in the States. This double sided disk contains FULL documentation for most files. Disk contents include: Poster Print, Change BSW, various Fonts, Printer Drivers, and graphics, Unpublish etc. A must for any GEOS collection.

\$5

CN GEOPAK #2

The long awaited second disk in our GeoPak selection. Full documentation is included. Two disk sides containing, amongst others: Mah Jong, DB Getfile, Fontloader, etc.

\$5

CN GEOPAK 128

A double sided collection of GEOS PD exclusively for the 128

\$5

ENTERTAINMENT ADVENTURE DISK #1

The first of our adventure collections.

\$5

ADVENTURE DISK #2

The follow up to the successful Adventure Disk #1 for the many adventurers out there

\$5

UTILITIES

INTERCHANGE 64 and INTERCHANGE 128

Two disks devoted to specialised programs to help the translation of documents or graphics from other computer systems to the C64 and the C128 respectively.

Sold separately at \$5 per disk for subscribers, \$7.50 non-subscribers.

DEMO GRAPHICS TOOL DISK

A collection of tools for the budding (and experienced) demo artist.

\$5

DESOTO UTILITIES

An excellent multi-drive operating system for the C64. Handles 1541, 1571, 1581, CMD HD, and RAMLINK in any combination - EXCELLENT!

\$5

PRINTSHOP GRAPHICS

GRAFIX GALORE

Tom Stoehe

Subscribers to LoadStar will be familiar with Tom's Work. This collection is priced at \$10.95 and comes recommended.

SAMMANTHA'S GRAPHICS

By Sammantha Hayhoe

Looking to add a touch of Australian to your printed output? Here is a collection of true blue graphics for PrintShop users.

\$5

NEW! - SAMMANTHA'S GRAPHICS II

By Sammantha Hayhoe

52 new true blue Oz graphics and 67 brand new borders!

VIDEO SHOP

A multi featured graphics manipulation program capable of working with Print Shop, PrintMaster, Doodle, Koala and standard bit-map graphics. Comes complete with a disk of graphics and a disk of fonts and a detailed manual.

\$12.50

ACCESSORIES

MOUSE MATS - \$4.95 each

I now have a range of no-name diskettes in both 5 1/4" and 3 1/2" formats

5 1/4" DS/DD - \$5.50 per box(10) \$50 per 10 boxes(100)

5 1/4" DS/HD - \$10.50 per box(10) \$95 per 10 boxes(100)

3 1/2" DS/DD - \$10.30 per box(10) \$88 per 10 boxes(100)

3 1/2" DS/HD - \$16.50 per box(10) \$150 per 10 boxes(100)

Disk Labels with write protect tabs - 100 for \$2

PUBLICATIONS

Commodore Network is now carryin a range of publications for the Commodore 8-bit enthusiast. Prices quoted below are for non-subscribers. Subscription holders to CN are entitled to deduct 10% from prices quoted.

Cee-64 Alive! - American disk based magazine for the C64/128. Latest edition consists of six disk sides. Issued six times a year and available for just \$35.00
Sample Disk - JUST \$4.00

Commodore World - CMD's latest venture into the realms of Commodore 9-bit support. Paper based and averaging around 50 pages an issue, this publication will appear 8 times a year - \$76.00

Single Issues \$10.50

Bargain Pack - **Subscriptions to Commodore Network, Cee-64 Alive! and Commodore Network**, all in one convenient once-a-year payment - **ONLY \$132 - WHAT A BARGAIN!**

Back Issues

All previous editions of Commodore Network are available at a cost of \$3.50 each, post/packing inclusive within Australia. Foreign Subscribers should remit \$4.50 Australian per copy. Past Disk-Coverers are also available at \$2.50 within Australia and \$3.50 Australian each Overseas.

All software orders within Australia should include \$2 to cover postage costs. New Zealand orders add \$3 Aus. to cover postage, and for orders from elsewhere, a postage fee of \$5 Aus. is necessary.

Diskette Orders should include postage of \$2 and 50cents per disk box within Australia, New Zealand Diskette Orders should include \$3 plus 50 cents a disk box per order. Sorry we cannot accept orders for diskettes from elsewhere.